

BRITAIN'S LONGEST RUNNING COMMODORE 64 MAGAZINE

FEBRUARY 1991

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Game Tape

# YC

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## TURRICAN II REVIEWED

Get out your  
ultimate weapon  
again!!

### OTHER GAMES REVIEWED:

★ S.T.U.N. RUNNER ★

★ E-SWAT ★

★ ELEPHANT ANTICS ★

★ TEENAGE MUTANT  
HERO TURTLES ★

★ TOTAL RECALL ★

★ TREVOR BROOKING'S  
WORLD CUP GLORY ★

★ GAZZA II ★

AND SO MANY MORE IT'LL  
MAKE YOUR HEAD EXPLODE!!

YC TAPE 14: UNLUCKY FOR SOME,  
A REAL STONKER FOR YOU!

IF YOU CAN READ THIS MESSAGE  
YOU'VE EITHER RIPPED THE TAPE  
OFF THE COVER IN A HASTE TO  
SHOVE IT IN YOUR DATASETTE  
OR THE NEWSIE HAS GOT IT IN A  
RATHER SAFER PLACE. IF IT'S  
THE LATTER I THINK YOU'D  
BETTER HAVE A CHAT TO HIM!!



VIZ ALSO REVIEWED INSIDE: AS NAUGHTY AS A CAT THAT'S POOPED IN YOUR HEADPHONES

# SWIV



1. *Journal of Management Studies*, 1991, 28, 1, 1-14.  
 2. *Journal of Management Studies*, 1991, 28, 2, 1-14.  
 3. *Journal of Management Studies*, 1991, 28, 3, 1-14.  
 4. *Journal of Management Studies*, 1991, 28, 4, 1-14.

*"Described to be THE Shoot 'Em Up of the year." Amiga Computing November, '88*  
*"Superlative Shoot 'Em Up Drama." Zero November, '88*

1000

**TURRICAN II (p58)** - This time he's really hard, and you can find out how hard he is by putting your hand... ahem, among script... by loading the free playable demo and reading the brilliant review!



**GOLDEN AXE (p18)** - Blasting everywhere, as you venture into Turtle village (they get everywhere don't they?).



**TOTAL RECALL (p55)** - The game of the film of the dream of the decade!



**ESWAT (p36)** - More horizontally scrolling shoot-em-up carnage mayhem. Hmmm... I wonder where's that's been done before, and oh look, you even got a robotic suit to wear, hmmm...

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## DATA

IT'LL SCARE THE

PEOPLE DO THE  
SPACKEST THINGS

Stewart Bell of Electronic Zoo proves that he certainly isn't scared of making a prat of himself.

GERMAN  
HERMAN

Goiditz, that yoke-a-d boardgame that you used to lose all the cards and counters for when you were younger, and you always wanted another copy of as you grew up because you remembered it to be a real stonker of a game, especially when all your friends come round to play, is about to hit the C&A care of Digital Magic Software.

The company, who hail from the over-the-top nightspot of Wilms, has sent us some wonderful promotional pictures of the stuff going ape-banana-crazy with Germanic Nazi uniforms on and leaping around a local church pretending to be soldiers/convicts (a. Tony Adams) during the war. Apparently these were shot in a church because it was the nearest local landmark



that resembled Goiditz. Unfortunately it looks about as convincing as one of Jeremy Beadle's false beards. If you want the right atmosphere you should try your local NHS Hospital, then you'll be going some way as to the agony the soldiers went going through.

One thing stands out though, apart from the fact that the game looks brilliant, is that the commie-\$4 version is being programmed by Elio Petullo, the guy who also supplied you lucky lot with Limbo and Limbo II (games on our previous tapes), so you can bet you'll be getting some wicked code (by the way Elio's the one with the long coat on, who's leaping the wall in the pool).

Look out for our review pretty shortly.

SMASHING,  
SUPER,  
GREAT!

Doan has smashed and grabbed the rights to convert the popular Williams' coin-op Smash TV.

The Gauntlet-style four player coin op which, if you don't already know, is a futuristic, overhead view, combat game full of weapons'n violence. It promises to be a real stonker too, being programmed by Probe and it should reach the shops by the middle of the year... Um, smashing!

Also planned for Christmas next year is Terminator 2, which is to be based on the new movie of the same name starring Arnold Schwarzenegger and Billy Zoid. Being the sequel to one of the best written science fiction thrillers you can bet that it'll be as action packed as a walk through a Beirut park.



## WITH BEVY BABES

HE FLARES OFF YOU!

## Joy To The World

Spectravideo, the firm that used to market Quikshot joysticks, has launched a new joystick manufacturing company called Logic 3. And to celebrate the fact the company is launching Sling-ray II wonder if Gerry Antonson knows all about it, a joystick that looks a bit like a hair-dryer but will help you wipe them aliens as fast as you can say Spectravideo... um... Spectro... er... joystick.

Logic 3 is so proud of the little beauty that Spectravideo boss, Ashvin Patel, said "We see Logic

3 as the BMW of the joystick world and the Sling-ray is the ultimate zapping machine." Aaargh! If Logic 3's the BMW then who's the Rolls Royce? And who would own up to being the Meliam Robin? Only time will tell, but catch the next issue of YC - the Ferrari of the newspapers - for a joystick round-up where we'll sort the Skodas from the Panches.

Incidentally, the Sling-ray will be priced at £14.99 for a standard quality version, and £15.99 if you want outflow on-well.

JOY TO THE WORLD  
12" REMIX

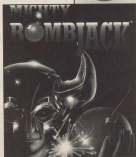
Not to be left out, Active Distribution has signed a marketing agreement with Champ-joysticks in the U. S. of A. This means that all those stanky games tools that the yanks have been using and enjoying so much, will now be available in Fred Skoggs' corner software emporiums.

The first for us comms owners will be the Hots - a yank-style joystick, of course, with full throttle control, a fire button on each arm, full 60 degree turn, and thumb screws to clamp-onto table for to re-act the Spanish Inquisition on your Oriental when he's asleep. This will undoubtedly make F-14 Combat Pilot a darn better game (could it be any better than it is now?), but for the shunky price of £49.99 you'd better have lost of wings in your pocket.

JACK'S  
BACK

Elite's jumping platform puzzle game is to make an explosive reappearance, promising to be bigger and meaner than the previous two Bombjack games, with a playing area covering 17 levels and incorporating over 250 adventure screens.

Mighty Bombjack, which is to be released about now (priced £3.99/£12.99) is likely to be bouncing up to No. 1 in the charts in a similar fashion to its two predecessors.



## YC ALL-TIME TOP TEN SCAREY GAMES

- \* Rocky Horror Show - CRL
- \* Friday the Thirteenth - Domark
- \* Aliens - Activision
- \* Alien - Quicksilva
- \* Frankenstein - CRL
- \* Dracula - CRL
- \* Jack the Ripper - CRL
- \* Evil Dead - Palace
- \* Nightbreed - Ocean
- \* Phobia - Imageworks



## BIG HORRIBLE FURRY ONES!

**A**rachnophobia - the fear of spiders and not Saddam Hussein - is about to grip even the calmest of computer owners in the near future. Disney Software, which is currently working on Duck Tales and Dick Tracy, will also be converting the latest of Spielberg blockbusters to let our cinema screens.

Arachnophobia, the film, follows the plight of Dr. Ross Jennings, his wife and two children when they move out to Caswell, a quirky, picturesque kinda place (the type ya more dreams of). However, the

Jennings' soon find out they are not the only new kids on the block and that there's a rather

unexpected big, hairy guest in their barn who, in the following few days, knocks off a few of the leading citizens, goes forth and multiplies, turns the neighbourhood into a web of chaos and supplies people with permanent skid marks. The film mixes Hitchcock suspense with humour and it plays on what happens when people's phobias run amok. Dr. Jennings is the Indiana Jones type dude who has to first overcome his arachnophobia before he

faces the badies and saves the neighbourhood.

The computer game sure promises lots of spider battering and arcade action and should not be left unattended near whispering females.



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## BIG, BIIIGGER, COCK UPS (DOER!)

Err... Err... When we got the last issue back we were quite surprised that there was a humungous big cock-up involving two of the pages.

The pages in question are 33 and 36, where not only has the end of the *Accolade in Action* review been mislaid, but the page that was originally supposed to be printed on page 36 has been split into two wrong halves and distributed over the two pages in question. We hope that this has not impaired your enjoyment of YC (it probably made to rail about the floor in laughter) and we promise that those responsible will be beaten about the head and gookies with a very large stick.

For those who were interested in the *Accolade* review the overall score for the compilation was 75%, and it is recommended for those who are after a test raving game or a superb American Footy sim.

Oh, by the way, pages 64 and 65 in that issue were swapped around too! Sorry!!

**Rik Henderson**  
the editor with heart  
(he! he!)

### DID YOU KNOW...

About 25% of the population have arachnophobia - it is our most common fear followed by the fear of heights.

## RIK'S AN 'IN' SORT OF CHAPPIE

This year's In-Con was held at the Intercontinental Hotel in London and is the industry's Shim-Dig and awards ceremony attended by the rich and famous of computer games companies, magazines, shops and distributors - anyone who's anyone. On a cold December night, Rik (what's he?) actually took off his jeans and doled on his Pierre Cardin shirt, dickie bow and dinner jacket. He mingled, drank, tried to eat posh food, drank, was entertained by Julian Clary, drank, oh, and represented YCI!

He came back with a headache and a crumpled piece of paper covered in booze with the results of the awards for me. After wiping them down, here are the results:

**Budget Game of the Year** - *Interceptor Range*  
**Video Game of the Year** - John Maddocks

**Football, Electronic Arts, Adventure Game of the Year** - *Captive*, Microprose.  
**Simulation of the Year** - *F19 Stealth Fighter*, Microprose.

**Arcade Game of the Year** - *Speedball 2*, Imagineworks.

**Promotion of the Year** - *Teenage Mutant Hero Turtles*, Imagineworks.

**European Magazine of the Year** - *Zzap*.

**Technical Most - Microcenter, Microprose.**

**Development Team of the Year** - Core Design.

**Licensed Property of the Year** - Lotus Esprit Turbo Challenge, Gremlin.

**Casual Game of the Year** - *Captive*, Microprose.

**Software House of the Year** - Ocean.

**Industry Achievement - Commodore.**

As you can see there were very few awards that went to hi-bit games and this does not bode well for the future.

## YC'S TOP TEN MOST SCAREY SCARES

1. Jeremy Boudle turning up for tea
2. Getting run over with dirty underwear on
3. Having the cough and drop test performed by Fatima Whitbread
4. Your comic 84 blowing up
5. Your mum throwing away your entire comic collection
6. Newtagent selling out of YC
7. Tidying your bedroom
8. Powerout during *Twin Peaks* just before you are to find out who killed Laura Palmer
9. Losing your swimming trunks in the local swimming pool
10. Finding a slug in your salad when you're a vegetarian

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One minute I was having a rain of fire blasted in my face by the big eyeball monster, but after I unleashed my ultimate weapon (it was never quite the same again)



# TURRICOP II

So this is the final fight, eh? Oh yeh, until Turricop III that is! But we'll be happy with this'un for a while, or will we? **Rik Henderson** gets into his Spam can suit and gobs flame pustules at likkle innocent frogs and things.

**M**egui is dead, humph! But you get rid of one foul-smelling nasty alien jobbie and another one takes his place. Unfortunately, although you'd planned to buy a small cottage on the planet of pleasure, settle down with a can of tuna and raise a few dingbells, a

distress call has been sent from a small planet and you're the tin man to save it (the one out of the Wizard of Oz was on holiday at the time).

So it's time once again to get out your ultimate weapon (poor - cops wrong review) and traverse the caves and ridges that you're so adept at. And Turricop II, though it's very similar to its former game, is so much sexier and ever so more advanced. It seems as though all the great bits of Turricop have been lifted and the bits we never liked have been thrown out of the window and replaced with funkier counterparts. But how do you make the best shoot-em-up ever better?

This is a weird question, really



# TURRICAN II

because I don't know. There's not really that much different about Turrican II than its prequel. The amount of screens in the layouts are the same, and the playability seems identical, but at least this is what we want.

There will be one or two of you who've never heard of Turrican and the following section is just for you (everybody else can go and put on their Stone Henge LP or something and hang loose for a while).

Turrican II is much the same as most platform games apart from the fact that the levels are gigantic, and you have tonnes of weaponry to give you a better chance against the plethora of chunky badies.

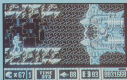
It's a case of fight your way through the caverns/labyrinth and find the end-of-level nasty, where you'll either get your ass well and truly kicked (like me) or you'll live to smog again, and again, and again. And while you're travelling you collect diamonds that give your score a major boost.

There's also a level of pure shoot-em-up action where our man in a can leaps into a superb-zakki fighter craft, and you find yourself plunged into a horizontal scroller of the quality that only the company behind X-Out and Demaris could give. It's got mega loads of meemies to blast and the type of pick-up-extras gameplay that we have come to expect. But the main game itself offers so much anyway that this section is just a bonus.

As you explore, you'll come across icons that can be collected, and they can give you anything from a little bit more energy to an extra life, with a few scattered death-coughing mega-blasters in between. You'll also find yourself with an enormous range of backgrounds. A lot of the time on the earlier levels being spent under water.

The major improvements on the original are the small graphical extras and the size of the end-of-level monsters (they truly are monsters too). One of which is over three screens big, proving that the comic can do it too, who needs a 16-bit machine.

The gameplay (as I've previously mentioned) is just the same as Turrican's, and follows the 'if it's successful then it out again and again' stable. But thankfully that was what made Turrican great, and fortunately Turrican II, if there's such



Of the meemies seemed to get meemies, and before I knew it I was grabbed by the... big one-type thing (you thought I was going to say goodness, didn't you?)



a phrase, greater. The graphics are spiffy, the sonics are spiffy and the game as a whole is so gigantic that it'll take average games players absolutely ponks to get anywhere. There are very few games that are better than this Germanic effort, and certainly none of them offer such joystick mashing action.



CREDIT CARD	Only	4 SURPRISE	4 HALF LIFE
	4 SONICS	Boy are they lucky and chunky (in that last sense of the word).	It's take quite a while to map that out. And you'll constantly want to get a bigger screen.
	Unpredictable really, but that means the PC stand in equality.		

NAME: Turrican II,  
SUPPLIER: Rainbow Arts,  
PRICE: £59.99 (tape), £14.99 (disk).  
RELEASE DATE: Late February.

OVERALL  
**92%**

The game that kicked the ass of all the coin-op conversions is back with some serious fireworks. Don't leave it in the hands of trainspotters, it'll change their lives forever.

# VENDETTA

AVAILABLE IN SYSTEM 3 ONLY



With Vengeance, the action-packed car chase is elevated beyond the ordinary. The ultimate car chase, the deadly street race game that's been around for years, has been made available only for the first time in Britain. Game over is permanent.

Your work ends, mission incomplete - you have to restart the game. Good for an adrenaline rush.

VENGEANCE

THE SYSTEM 3

The graphics are absolutely perfect, and the music and sound are superb. Every game you play, you'll find yourself wanting to play it again. Vengeance is the only car chase game you can't lose. It's a game you'll want to play again and again.

# HOT GAMES

PLAY



AVAILABLE IN SYSTEM 3 ONLY



On your way through the world of Ninjas, you'll find the most powerful of warriors. The Ninja is the most powerful of warriors. The Ninja is the most powerful of warriors. The Ninja is the most powerful of warriors.

Nothing has changed since the Ninja was first created. The Ninja is the most powerful of warriors. The Ninja is the most powerful of warriors.

REAL NINJA IS TIMELESS. Nothing has changed since the Ninja was first created. The Ninja is the most powerful of warriors. The Ninja is the most powerful of warriors.

Inventory database. All weapons and armor are available. The Ninja is the most powerful of warriors. The Ninja is the most powerful of warriors.

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- Instant Loading.

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## The Viz Characters

you can drink in the time limit, or people will throw bricks at you and you have to head, punch or kick them back.

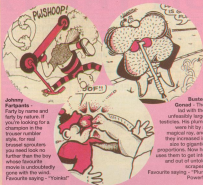
Buster Gonard's first subgame is similar to Johnny's, but you must bounce your way to the top of the pole using your unfavourably large knucklers, or alternatively, the pancake machine at the Fulchester bakery has broken down and you can use your talents (7) to help flatten the dough.

Most of these games are joystick waggles (what else?), and depending on how well you do you'll be awarded tokens. Each token allows you to use one of your extended powers, and in any one subgame you can earn up to 6 of them. If you fail it doesn't matter though 'cause you'll not lose a life.

Although the gameplay sounds a tad simple, it's the hilarity in the graphics and the variety of tall port characters that impress the most. For instance, if you come across Shaky you'll be sent haywire and your controls will alter whilst he is playing his kind of music.

A bonus for us Commie gamers is that Viz was designed and originally programmed on our machines, so we've got the original game, and there's no reason why it isn't the best version. For a start the graphics are superb, and they're very true to their crude cartoon counterparts, and there are a lot of them to choose from. The whole of Viz seems to be represented apart from Billy The Fish, because the programmer doesn't like him, although I feel that he could warrant a game all to himself.

The whole package is enhanced by the running commentary by Roger Mella, although this could very well be the reason why it won't be sold to those that would appreciate the humour most. To say that his language is anything less than mostly would be an



### Johnny Partington

Party by name and party by nature. If you're looking for a champion in the trouser number style, for real brutal spectacles you need look no further than the boy whose favourite movie is undoubtedly gone with the wind. Favourite saying - "Y'inkin"

### Buster Gonard

The lad with the unfavourably large testicles. His plums were hit by a magical ray, and they increased in size to gigantic proportions. Now he uses them to get into and out of untold scrapes. Favourite saying - "Plum Power!"

**Diffs Bacon** - The lad of the Bacon family, a group of 'and b\*\*\*\*'ds with more muscles than beans. His favourite hobby is going to the pub and drinking many pints of lager, and then many more. Favourite saying - "Did you spill my pint?"

understatement.

If you're keen on being naughty and you promise that you'll not let your mum see you play this, it'd be a cracker of an idea to get this game, it'll have you laughing

all the way to adulthood (when you can get the comic for yourself). Viz is just the

job for playing with yourself (K-yuk K-yuk).



With three characters to choose from, games are varied every time and the humour is just based at the correct base level to keep me amused. Viz is a true milestone in Commie games.



CREDIT CARD	455555	455555	455555	455555
All original tunes.	All original tunes.	All original tunes.	All original tunes.	All original tunes.
Humorous as the rest.	Humorous as the rest.	Humorous as the rest.	Humorous as the rest.	Humorous as the rest.
As busy as the comic and twice as outward.	As busy as the comic and twice as outward.	As busy as the comic and twice as outward.	As busy as the comic and twice as outward.	As busy as the comic and twice as outward.
The melody and variety of some words will keep you transfixed.	The melody and variety of some words will keep you transfixed.	The melody and variety of some words will keep you transfixed.	The melody and variety of some words will keep you transfixed.	The melody and variety of some words will keep you transfixed.
But the gameplay doesn't let forgetful, tedious of action for everyone.	But the gameplay doesn't let forgetful, tedious of action for everyone.	But the gameplay doesn't let forgetful, tedious of action for everyone.	But the gameplay doesn't let forgetful, tedious of action for everyone.	But the gameplay doesn't let forgetful, tedious of action for everyone.

**NAME:** YC  
**SUPPLIER:** Virgin Games.  
**PRICE:** £16.99 tape, £14.99 Disk.  
**RELEASED:** (c)1988 Late January 89.

**OVERALL** **89%**

## ON THE TAPE

No less than five full games, never before published on cassette, and a completely playable demo of the hot new Turrican II, and you've got the stonkiest tape to ever appear on a commie mag!

### TURRICAN II DEMO

Only one of the 11 levels that make up the five zones, but it's fully playable, and completely wicked.

### RUNAWAY

An adventure game, designed using the Graphic Adventure Creator from Incentive Software, based around a child's desire to become one of the many homeless.

### BAZAIR

Arcade action with more variations of gameplay than you can count on an abacus.

### MIND GAMES

Yet another original game as you explore the inside of the president's brain and find out what kind of guy is entrusted with the 'button' to end all civilisation.

### THE ASTRODUS AFFAIR

Another adventure written using GAC. This time it's in space, where nobody can hear you bite into a Spam sandwich.

### QUAD

A breakout variant with many differences, four bats for a start.

## THE CONTENTS

Side A: Turrican II  
Demo,  
Runaway,  
Bazair

Side B: Mind Games,  
The Astrobus Affair, Quad



### TURRICAN II DEMO

Supplier: Rainbow Arts

Type: Playable demo

Genre: Action

Controls: Joystick in port two

The Mighty Morgal is dead, you offed him in spectacular style at the end of the first game, but another threat to



intergalactic peace has arisen. Now you've been asked to do the job again, and it's much the same way

as before.

To make this easier during the demo, and to allow you to see more of the scenery, you've got 99 lives to play with (considerably more than the real thing), but the gameplay is identical.

When you've reached the end of the level you'll be greeted with a message so there's even something to play for.



## QUAD

**Programmer:** Rick

**Sumner**

**Types:** Complete game -

Arcade action

**Controls:** Joystick in port

two (1 player), plus a

joystick in port one (2

players)

Quad is Breakout with a difference. In fact, it should be called Break-in. Instead of just one fiddly little bat at the base of the screen, you have four bats, one for each side.

This time, you've got those bricks surrounded!

You control the bats at top and bottom with joystick left/right, and the left and right bats with up/down. Unlike all other games of this sort, you do not lose a life if the ball gets past your bat. In fact, the ball never leaves the screen - the point is to stop it bouncing off the side. The penalty for letting the ball past is that you lose a brick from the screen.

You might think that an advantage, since what you need to do is get rid of the bricks. But no, because the brick lost does not count towards your score, and reduces the number left for you to score on. Since you need a certain number of bricks to get on the next screen each time, this can lead you to be trapped at the same level

all over again.

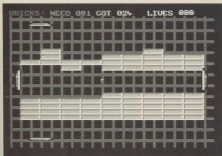
The counters at the top of the screen will give you an idea of your current situation. The Need figure shows you how many bricks you want to get to the next frame, and the Got figure shows you how many you have towards your total. If you are in a frame, you must still clear all bricks present to progress.

However, you must be careful that you don't lose enough penalty points to drop the need figure below that you need to

complete the frame, otherwise you'll have to do it all over again. Devilish, eh?

If, in the process of clearing the screen, the Got counter drops to zero, or on completing a screen you fail to achieve the Need value, one life will be lost. Lives are shown by the smiling faces. When all three are gone, the game ends. No extra lives will be given.

There are eight screens in all, and besides this, the game offers a number of options. It can be played



with one or two players - one player controlling the left/right bat, the other controlling the up/down. The bat size can be made large or small, or the ball speed made fast or slow. All these options are chosen after the game has loaded as follows:

F1 - Number of players. Toggles between one and two.

F3 - Bat size. Toggles between large and small.

F5 - Bat speed. Toggles between fast and slow.

F7 - Starts game.

# B

## RUNAWAY

Programmer: Christopher Hester

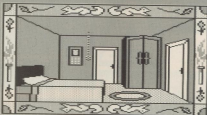
Type: Complete game - Adventure

Controls: Keyboard

Runaway is based inside your house. Your parents have gone away for the day, leaving the house empty except for you. The object of the game is to



This is a simple story room. Screen shows a dimly lit room. In the background a small figure is visible. A small figure is visible in the background. A small figure is visible in the background.



You are in your cosy bedroom yet it seems strangely unfamiliar. There's a variety of furniture and two doors leading south and west.

escape the house before your parents return - to become a runaway because you've decided that you can't stand your home life anymore.

Your parents, unfortunately, being aware of your feelings, have left the whole house seemingly locked up (or have they?). Can you discover the hidden keys and make full use of the

available objects in order to escape in time?

Runaway requires the text input in classic noun/verb form, although adjectives are catered for. Examples would be GET GREY KEY or OPEN SOUTH DOOR. Movement is via the usual NORTH, SOUTH, EAST and WEST system, and many abbreviations are supported.

## BAZAIR

Type: Complete game - Arcade Action

Controls: Joystick in port two

It is said that in the Bazaar system, somewhere on the Galactic Rim, there are nine planets, each more inaccessible than the last. On each planet is a city, and in each city is an

electronic key of such a nature that it can be used to command the ship that will carry the fortunate traveller to the next city onwards. It is also said that in the ninth city will be found the key to the mastery of all time and space.

None have come into possession of the secret, for many perils encompass the cities and



planets. The key to each city is in each case protected by fast moving robot guardians. Should a quarrying hero wish to remain non-posthumous they were wise to stop sniffy.

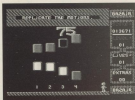
Once in possession of the key, the voyager's problems will start. For each of the craft that will be needed to penetrate further into the system is protected by a lake of mineral acid so corrosive that it will reduce a living being to a solution of ions in milliseconds. A network of floating platforms pass over the dreaded lake, and swiftness and dexterity will be needed to master the pattern of their movement. But stop - pity the unfortunate venturer who travels then invents on the ethereal winds. For between each of the planets is a zone of asteroids of unusual density and possessing most unpredictable orbits. Few ships that venture into the system are ever heard of again, and we

can only conjecture that they are now little more than mangled debris in the belts.

Are the wretched seeker's troubles now over? Not so - for each planet possesses a gravity markedly lighter than the last. Landing by means of the retro jets becomes a

not particularly easy task with their unbidden guests, and are well to try with them. It is said though that a determined and wise person may master the mazes and thus obtain the next key.

It is inconceivable, however, that any should master all the rings, and



hazardous affair before long.

But finally, the wanderer may at last enter the appropriate city. Alas, such a fate is far from avoidable, for the cities will

many have sought to try. Perhaps it is as well for the universe that this is so. Extract from *The Book of Half-truths*, Baron Bodlewy (AlphaGraphics Press, 2017)



## TAPE PROBS!!!

Think you've got a problem,  
Your tape just will not work,  
You've tried it several times,  
And you feel a stupid jerk,  
Just pop it in a jiffy,  
And send it in to us,  
Include an explanation,  
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**YC TAPE 14 RETURNS,  
INTERCEPTOR GROUP,  
MERCURY HOUSE,  
CALLEVA PARK,  
ALDERMASTON BERKS.,  
RG7 4QW.**

The only way to cure those "Aaargh, my YC cassette steadfastly refuses to load and I'm getting rather frustrated, honest!" blues!!!



# GOLDEN AXE

IF I had a golden axe I'd be straight down the market with it, or maybe the local jewellers. Only an idiot would use a weapon made out of a heavy metal that blunted easily. Evil reptilian Death Adder is obviously no mug since he intends to melt it down for cash, thus ruining the magical emblem of Yuria. Duncan Evans tries to stop him.

U n, what I love about these sort of sideways scrolling, axe-wielding chap 'em ups is the coherent plot, the believable characters and the witty repartee. So the kingdom of Yuria (pronounced "your air" by the way) is in danger of something or other, with the royal family being put to the sword (good thing too if you ask me), and reptiles running the land. Probably.

Well, its down to you, Mr Axe-Battler (flashback 20 years: So what are we doing to call our son then, asks Mrs Battler, Danno, says Mr Battler, feeding his axe. How about Axe Y?), or you Mr Gillus Thunderhead (the midget), or you Ma Tyris Flame (recently orphaned Amazon warrior queen with Maria Whitaker

proportions and a bottom nibbling thong), to kill all of Death Adder's troops, and then kill the main board himself. Complex stuff huh?

Up to two players can play along simultaneously, which gives you a great advantage since only one enemy seems to appear at once (programming problems and all that), and starting in the woods just outside turtle village (green), off you go, cutting a bloody swathe towards the castle containing Mr Death Adder.

So its been done many times before, at least the action is entertaining if you like kicking, chopping and maiming - when I do, the graphics are respectable enough, and it all progresses with a variety inevitably. Fine,



Of course! Talk about bad breath. These little critters could knock out the Lady Major if she was just wandering down wind. I wouldn't like to snag one of them, maybe he should use Listerine!



## CREDIT CARD

- |                                    |                                 |  |                                |
|------------------------------------|---------------------------------|--|--------------------------------|
| • Pretty much what you expect, not | • Reasonably good with feedback | • You've seen it before, done before and there's little innovation to keep you | • The character names are good |
| • 4 BOMBS                          | • 4 SUSPECT                     | • 4 FACTOR   | • 4 FACTOR                     |
| • Fast, and not outshining         | • 4 SUSPECT                     | • 4 FACTOR   | • 4 FACTOR                     |
| • 4 SUSPECT                        | • 4 SUSPECT                     | • 4 FACTOR   | • 4 FACTOR                     |
| • 4 SUSPECT                        | • 4 SUSPECT                     | • 4 FACTOR   | • 4 FACTOR                     |
| • 4 SUSPECT                        | • 4 SUSPECT                     | • 4 FACTOR   | • 4 FACTOR                     |
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| • 4 SUSPECT                        | • 4 SUSPECT                     | • 4 FACTOR   | • 4 FACTOR                     |
| • 4 SUSPECT                        | • 4 SUSPECT                     | • 4 FACTOR   | • 4 FACTOR                     |
| • 4 SUSPECT                        | • 4 SUSPECT                     | • 4 FACTOR   | • 4 FACTOR                     |

NAME: Golden Axe.  
SUPPLIER: Virgin Games.  
PRICE: £14.99 tape, £14.99 disk.  
RELEASE DATE: Oct 1990.

75%

You've seen it all before, but the action is good, the graphics reasonable, so if you like this sort of thing, here's more of the same, and just as good.

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# KONSOLE KRAZY

C64GS NEWS, VIEWS,  
PREVIEWS AND JAM  
SANDWICHES WITH RIK  
HENDERSON

## REVIEWED



### FUN PLAY

A collection of three Codemasters games on one cartridge.



### POWER PLAY

Three of the best Microprose games now on the G8.



### MYTH

System 3's award winning arcade adventure.



### VENDETTA

The meanest game of 1990 now arrives on cart.

## BRIEF BITS

Biggest shock of the month revolves around the announcement by US Gold that they're NOT going to be releasing the famous Epox Games series of games. This seems a great shame seeing as this much acclaimed series is perfect to be converted and would suit a cart well.

Other US Gold carts to come will be (as well as those mentioned last issue) Ghoulia 'n' Ghosts and UN Squadron.

Domark's new releases are actually old ones. Along with Vindications (as noted

last month) we've got Badlands and Cyberball - a game that we reviewed absolutely yonks ago and never appeared on tape or disk.

System 3 are not just happy with converting the company's existing product, all future C64 games will support the machine that has already blasted one competitor out of the water. IK Deluxe is the sequel to International Karate +, and will be also programmed by Archer MacLean. We also have the second Myth game, and that's just for starters.

# FUN PLAY

**N**ow this is what the cartridge should be used for. Just imagine it, a flick of a switch and three games are all waiting for you to play instantly. Once you've chosen one you go straight into it, and if you wish to change your mind at any point, just switch the machine off and on again and you're got another choice.

The only fault that Fun Play has is that it's a collection of three Codemasters games, which would normally retail for about £2.99 each. And saving as none of them are multi-loaders, it's not as if the bonuses are that big. Let's have a look at the games then...

## Pro Tennis

Err... Er... Not exactly the best tennis game in the history of the console, but not the worst either. It seems

like Pacman, but it has trillions of levels and they range in difficulty from very, very easy to you must be joking. It's pretty much a dilly.

## Pro Skateboard

Again a bit crap, and very budget gamey (whatever that is). You have to ride down a hill, collecting flags, on your mean deck and that's about it.

Hope this pack isn't really worth the cash, mainly due to the poor quality of the games, but it's a flipping good idea, and let's hope that we'll see many more packs crop up.



to be rather clunky in the playability stakes, but a tad too hard, and a tad too crap.

## Fastfood

This is the highlight of the three games and is as good now as when I reviewed it yonks ago. It's a maze game much



like Pacman, but it has trillions of levels and they range in difficulty from very, very easy to you must be joking. It's pretty much a dilly.

Hope this pack isn't really worth the cash, mainly due to the poor quality of the games, but it's a flipping good idea, and let's hope that we'll see many more packs crop up.

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# POWER



**N**ow here's the other pack that we're offered from The Disc Company and this is much more like it.

Three of the best games that Microprose have ever published have been shoehorned onto a fest as you blink pieces of red plastic. This is far more the type of thing that OS-owners would like to slot in their holes (and you thought that the VCR review was dirty).

## Stunt Car Racer

This won our YC Wobblity Awards 1989 for the best game, and best simulation, and it's hardly surprising. If I had to name my favourite Amiga game ever Stunt Car Racer would certainly be in the running, and unbelievably the C64 version is just as good.

Not so much an arcade game, but more fun to play than any other racing game on the market.

## Rick Dangerous

This set new standards in arcade adventures and the original was only marred by a terrible multi-load system. Now everything is instantaneous, we can all enjoy the most playable platform game this side of the local arcade. It was also cute before its time.

## Microprose Sticker

Not the best footy game on the console, but close. What it lacks in options (which is not much I can tell you) it

CREDIT CARD

Name: Fun Play  
Supplier: The Disc Company  
Price: £19.99

OVERALL: 49%

A good idea to have early compilations, but the quality of the games on Fun Play leave a lot to be desired.

## POWERPLAY



more than makes up in graphics and playability. Far better than Kick Off on its sequel.

Power Play is a pack just oozing with the cream off the top of the best games of all time pile. Any C64/128 owner would be completely foolish to miss this.

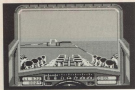


CREDIT CARD

Name: Power Play  
Supplier: The Disc Company  
Price: £19.99

**OVERALL: 96%**

Every game on this cart is superb, you'd really love to insert it in your slot and no mistakes.



## VENDETTA

Another System 3 success story makes it to the C64/128, and thanks to the release of the truly stunning Last Ninja 3 and Ninja Remix on cart, those fans will undoubtedly find a whole new challenge in this gun toting, mostly package.



rather splendid driving game that links the levels. And on cartridge (I know I've said it before) there is no wait between sections.

I reviewed when it was out on cassette and gave it 84%, and it has weathered the time (almost a year) very well indeed. The graphics, sound and play have only since been bettered (in my view) by a select few games and surely a console owner would rather have a game that would last for yonks than a quick licenced flash in the pan.



Using the same system as the Ninja series, Vendetta could hardly fail to impress. That said it has many features of its own to more than impress.

You are a grunt (a soldier not a whiffy fart) who has had no problems in getting out of Vietnam. But now that you have finally been accepted into the society a scientist friend and his daughter have been kidnapped by terrorists and this makes you mighty sore. So armed with but a broad knife you decide that you should go after the assassins and remove their most private parts.

But the 3D arcade adventure part is not the be all and end all of Vendetta, nope we even get treated to a

CREDIT CARD

Name: Vendetta  
Supplier: System 3  
Price: £24.99

**OVERALL: 94%**

An excellent game that's full to the brim with different styles of gameplay and ideas.

# MYTH



**R**ight let's get this out of the way before I start, we reviewed this game back in the May edition of YC, or more correctly Ashley reviewed it. He didn't like it for a few reasons and only gave it a humble score of 84%. At the time I tended to disagree with him, and now that I've seen it on cartridge I've finally got my chance to do so publicly.

Myth is an arcade adventure set in various

mythological backgrounds, as you, the small Michael J. Fox lookalike, have been plucked from today's world and have been sent into the past in order to give a big

uply god a right royal kicking.

To get to

the mighty evil Cameron though, you have to negotiate lots of other entities. These are based around major gods in mythology, and you must use your wit and reflexes in order to progress past each.

Everything is based on the old platform game idea, but it extends far beyond that. There are also fighting actions that you can (and must) perform for instance, and there are tonnes of small puzzles that must be completed in order to get anywhere whatsoever.

The animation is absolutely superb, and although the graphics are tiny they're very perfectly drawn. On the cartridge we also get a new intro screen, but that's about the only addition (apart from the lack of multi-loading of course). In my eyes, with the great success of such platform games as Rick Dangerous 1 and 2, System 3 have by far the most accomplished of them all, and unless you are actually hopeless at such games (the gameplay can be a tad hard until you've played it a few times) you'll probably more than welcome Myth to your growing cartridge pile.



**CREDIT CARD**

Name: Myth  
Supplier: System 3  
Price: £24.99

**OVERALL: 89%**

Although the price seems a little high, you get absolutely loads of rip-roaring action and adventure for your cash.

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## 1990 - THE YEAR

1990 saw the birth of YC from the loins of the oldest Commodore mag in this country. It was also the year that coin-ops were overtaken by the movie licence in popularity, and unique and original games were seen in a greater light than ever before. **Rik Henderson** looks at the year in full, and highlights the top events.

### MAY

The second biggest thing to happen in the YC scene this month, was an invitation to England, and Michael Beckett Club where we spent a few hours playing silly buggers and checking the League Championship trophy awarded in front of the camera.

This was the month of Michael's Death, and therefore the start of the anti-death, and it was passed at this time, by Rainbow Islands and Great Expectations. We were to bring the anti-death heavily through houses that was just the beginning.

The biggest thing to happen was the sale of YC from Angus to Alphacore and from Stuart Armstrong to William Rogers. The move took so long that we were to wait an hour.

### JUNE

In YC this month, but that doesn't mean that nothing happened.

Indeed it was World Cup time, and every telephone house wanted it's effort for the soccer game rules, starting.

World's common was Italy 1990, the YC Gold edition, mainly because it was important to the game. The official game, World 90 (from Super Machines). Last YC didn't supply what it's 14.

Randomly, we were going with the only subject for a game that we were interested in this period. YC Sports Festival had finally arrived (and was a bit of a disaster), and the weekend's importance was certainly expected to reach world house every from sports magazines.

### JANUARY

This was the month that European YC was going to be released, and I decided to translate it to see it. Although it was complete, a few things needed tidying up and it dragged on and on (we was still not to see it on the shelves).

We were all still desperately trying to get more Subscribers, and little did we know that those years long for updates were just around the corner.

David began a deal with Spectrum to market the new magazine products (the first under their agreement being Castle Master).

And YC managed to sell more copies under the new format than it had ever done before.

### JULY

The biggest game was managed to double its copy into a box and into the shelves, and unfortunately it had the top cover magazine in this country as its sponsor. Every English League Match was the perfect game for a game on another year.

YC was released with a specially new look and a brand new headquarters. But the biggest event was a visit to Alphacore for Jeff Dwyer and myself over of YC too and the first Month.

Also the puzzle game phenomenon was reaching fever pitch with the release of the excellent Clue.

And July was two companies, Grandstream and Spectrum's disappearance (with Grandstream to eventually reappear) and in contrast the emergence of World League as a development house was one of the most exciting events of the year.

### AUGUST

Monthly Update's Olympic Games changed all of our lives this month, and first will come to the main.

Clue would see to check out the second Christmas issue, and although we still haven't seen the game the first was still good. I also got to see Olympic 2 on the same day and that was the first disappointment of the year (in my eyes).

Then William was another of the month's last releases, and we were only one of the first to see about it.

Chris first look for celebrity sports was the commission of Michael Robinson on the YC, it wasn't very good. I don't mind telling you.

Although was also finally released, being the last version to make it, and it caused a few updates here to be raised.

We had a special answer to the Celebrity School where Court and Mike Hill played a 1-1 draw. And at the end, Commodore announced the launch of its new console in something.



# THE YC STAFF OVER THE YEAR

In 1990 we've had quite a few members of staff, some with beards and some without. Here's a rundown of who was who...

**Rik Henderson - Deputy Editor** (January - February), **Editor** (March - December)  
Rik's the kind of guy that puts a lot into something as long as he doesn't have to tidy up afterwards. If you invited him around to your house you'd be likely to have quite a few laughs, but your alcohol cabinet would mysteriously become more roomy by the end of the night.

Rik is still the Ed of this organ.

**Adrian Humphrey - Games Editor** (January - May), **Games Correspondent** (June)  
Adrian, the great yeti that he is, added a certain touch to YC that could only have come from one with so much facial fluff. Although his gruff manner caused a few nightmares, his cheeky northern humour brightened up many press conferences.

Adrian is now the Editor of our sister title Your Amiga.

**Paul Lives - Technical Editor** (January - April, August), **Group Editor** (September - December)  
Paul is also the editor of *Commodore Disk User*, a rather fine, if more serious, magazine. This doesn't mean that he's the old

Money face that everybody reckons, he's a mean gamer when it comes down to it.

Paul is still Group Editor.

**Stuart Cooke - Group Editor** (January - June), **Editorial Consultant** (August - October)  
Stuart was the editor of *Your Commodore* for most of its life, until an upset came in. He's had the shakes ever since.

Stuart is still at Angus Specialist Press, and is Group Editor of such sites as *Photography* and *Skeleton Crew*.

**Jim Black - Editorial Assistant** (January - April)  
Jimbo was the unsung hero of the reviewing team. He left to join *Video Today* as Assistant Editor and has no inclination of coming back to the computer industry (it's too stable for him).

Jim is now the editor of the adult magazine *Video X*, but we'll not mention what he reviews now.

**Mark Newton - Designer** (January - June, November - December)

Mark, the original chainsaw animal, slipped the point on the canvases for many months. His speciality is creating a whole new look, it's a shame that he still insists on the Bases though.

Mark has now moved from YC onto sister mags *CDU* and *Your Amiga*.

**Ashley Catter-Cairnes - Staff Writer** (March - May), **Games Editor** (June - September), **Assistant Editor** (October)  
Ash is still with us in heart, mainly because none of us will forget his wild taste in shirts. He left when he found out that jeans were banned from the office. Ashley is now with *Microsat*.

**Helen Saunders - Designer** (August - November)  
Helen is the current art editor to give YC that special look. Her talents were recently moved across to *Your Amiga*, but she's back with some more killer ideas. Helen has now taken over from Mark on the design duties, again.

## YC'S LOOK AT 1991

It's time to get out my crystal balls and give you a few pointers on what I reckon'll be 'happening' in the coming year. Everything here is absolutely, completely true!...

*Audogenic* will announce Jeremy Beadle's *Ludo Challenge* (but probably release it several years later).

*Codemasters* will release another three billion Dizzy games, and claim that the company's now bigger than *Quake*.

*System 3* will release an extra-enhanced version of *Ninja Rambo*, adding such features as a new loading screen and a pretty new box.

*Grandslam* will disappear once more and come back

a month later, with *Liverpool FC* still on the schedule.

*Rainbow Arts* will release *Demarc 2*, but will have to withdraw it because it's too similar to *R-Type 2* (and far better anyway).

*Virgin Games* will look for even more diverse licences than *Monty Python* and *Wc*, and will end up signing *Antiques Roadshow*.

*Enrag* will look for a larger venue to hold the next *Computer Entertainment Show* after complaints about overcrowding. In the end it'll be hosted in the superior outside *Charing Cross* station.

\*This is a lie really (Ooo we are naughty!) We've got no idea what's coming up, but you can bet that we'll be keeping you up-to-date all the way.



# THE YC WOBBLY AWARDS 1990

It's that time of year again. It's up to you to decide who should get the ultimate Commie 64 accolades for the previous year.

## 1. Game of the Year

What's the best game of 1989? It can be any type of game, but it has to be a stonker.

YC's tip: *Vendetta (System 3)*  
**Winner 1989: *Blind Car Racer (Microprose)***

## 2. Arcade Game of the Year

What was the best coin-op conversion of 1989?

YC's tip: *Rainbow Islands (Ocean)*  
**Winner 1989: *Chase HQ (Ocean)***

## 3. Simulation of the Year

This is a game that can simulate any subject.

YC's tip: *Greg Norman's Ultimate Golf (Gremlin)*  
**Winner 1989: *Blind Car Racer (Microprose)***

## 4. Adventure of the Year

This is for the best adventure or role-playing game of 1989.

YC's tip: *Black Rogers - Countdown to Doomsday (US Gold)*  
**Winner 1989: *Supaplex (Level 9)***

## 5. Best Software House

Self-explanatory, but we'll stipulate on this one, we'd not like to be biased.

**Winner 1989: Ocean**

## 6. Programmer(s) of the Year

Who's the top team/people behind the games? YC's tip: Probe  
**Winner 1989: Geoff Grammet**

## 7. Best Game Music

Which game had the best tunes?

YC's tip: *Ninja Romix (System 3)*  
**Winner 1989: *Turbo Outrun (AT Gold)***

## 8. Best Game Graphics

What looks best, basically?

YC's tip: *Greg Norman's Ultimate Golf (Gremlin)*  
**Winner 1989: *Turbo Outrun (AT Gold)***

## 9. Favourite Games Advert

What advert made you want to buy a game the most?

YC's tip: *Monty Python's Flying Circus (Virgin)*  
**Winner 1989: *Batman - The Movie (Ocean)***

## 10. Worst Game of the Year

What was your stinker? YC's tip: *Kenny Dalglish Soccer Match (Impressions)*

**Winner 1989: *Pro Mountain Bike Simulator (Alternative)***

Don't forget, your nominations must be games released in 1989 only. Send your entry (as a photocopy) to YC Awards 1990, YC, 20 Potters Lane, Kille Park, Milton Keynes, MK11 2NF.

To give you that little bit more of an incentive we'll give £100 of prime software (console, disk or tape - it's up to you) to the first entry pulled out of the hat on 1st March. Also the winner and ten runners-up will get a years subscription to Britain's best C64 title. Not

only that but your entry could be the one that decides the final result. Just fill in the form below nominating your top three games in descending order for each category.

To help you out we've also listed 1989's winners and our tips for 1990.



## MY NOMINATIONS FOR THE YC WOBBLY AWARDS 1990

### 1. Game of the Year

1st .....  
 2nd .....  
 3rd .....

### 2. Arcade Game of the Year

1st .....  
 2nd .....  
 3rd .....

### 3. Simulation of the Year

1st .....  
 2nd .....  
 3rd .....

### 4. Adventure of the Year

1st .....  
 2nd .....  
 3rd .....

### 5. Best Software House

1st .....  
 2nd .....  
 3rd .....

### 6. Programmer(s) of the Year

1st .....  
 2nd .....  
 3rd .....

### 7. Best Game Music

1st .....  
 2nd .....  
 3rd .....

### 8. Best Game Graphics

1st .....  
 2nd .....  
 3rd .....

### 9. Favourite Games Advert

1st .....  
 2nd .....  
 3rd .....

### 10. Worst Game of the Year

1st .....  
 2nd .....  
 3rd .....

My name.....

My address.....

After watching *Top Gun* (again), Duncan Evans did nothing but wander round the office with his arms outstretched muttering "I feel the need, the need for speed!" We tied him to a chair, hit him over the head with a copy of *S.T.U.N. Runner* and said "review this then you withered old hack".

**B**ah, all lies of course, but it's true there's nothing I like better than driving down the wrong side of the motorway at 130 mph with my head out of the window shouting "whoop, whoop, all aboard the last train to the afterlife." After a recent spell of hospitalisation with the glorious NHS (frim, severe internal injuries, fractured skull and shattered legs Mr Evans. Here, take this grubby old Aspirin and think yourself lucky it wasn't serious), I hobbled into YO HQ to put the latest arcade conversion from Domark through its paces.

First up let me say that as far as Tengen games are concerned by Domark go, they've mostly been right old crap. After playing the

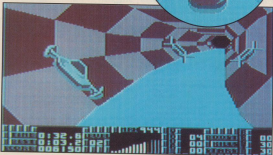
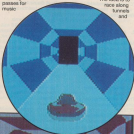
dismal Amiga version of *STUN* I was dreading seeing the result of five minutes chugging from the knackered disk drive we use. But lo, the game came forth, and verily, it was a mighty game, full of joyous programming and sparkling gameplay. Yes, despite the fact that I had the poison pen ready (and dripping) I was disappointingly impressed. Huh, it's not bad then, said the vulture atop my monitor, ready to pick over the game's lifeless bones. No, Samuel, I said, I'm afraid this one is alive and kicking.

Enough babble, to the game then. *STUN* stands for Spread Tunnel Underground Network (as it), and offers you (yes you! the chance to race through

24 levels (some different) before attempting the ultimate challenge (which I thought was trying to get some sense out of Rick, but obviously the programmers haven't met him). After listening to what passes for music

(unconvincingly) you can either start on level 1, 5 or 11. Good idea really if you're the sort of joystick buffoon that can't sort out left from right and get any further than the first level.

The idea is to race along tunnels and



# RUNNER

rampways, collecting green stars to exchange for a shockwave (smart bombs style destruction), running over speed ups for over nine mega speed (though not faster than the speed of light, because if you did, you could finish the game before you had actually started - or so the theory goes), shooting any old blobby sprite that gets in your way, and finishing the course in the time allowed.

In the tunnels the idea is to go along the face on the straight, and on the outside curves on bonds for max performance. Go fast enough and you can even loop over the ceiling down the other side. At this point you're gonna be impressed with the decent speed of the 3-D graphics. You ain't gonna be impressed with the sprites though. The green stars for example are actually green squares. Oh well, so fast enough and its playable enough so who cares. The

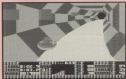
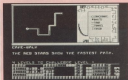
rest of the sprites are ordinary looking solid blobs that come your way and then get blown away. There is actually some difference between the types so if you're feeling particularly observant then watch out for the train. This chugs along the bottom of the tunnels and takes a good kicking before being destroyed.

Other threats to look out for are drones, armoured drones and flyers (which drop missiles and bombs - eek). Just nail the mothers before they even think about doing something nasty.

Well, blimey, STUN Runner isn't as exciting as a night out with Kim Basinger but then it is a lot cheaper, so if you feel the need for speed, just say no to drugs and make yourself a nice cuppa while waiting for this STUNner to load. (Sorry I tried not to use that joke all the way through, but weakened at the



Sorry, who gets that giant pot of gold? Who's it anybody there? Can somebody get me down? PLEASE!



Of course, so I've got to collect those big red squares! But what do I do with them when I've got them? Send them back to Mexico probably!



## CREDIT CARD

- Absorb as
- Intolerable
- As a second
- Best part of

- Obviously the
- Best known
- Nothing
- (SAVINGS)
- About
- Primary,
- But the speed
- Is all you
- Really need

- Highly
- Underestimated
- When it was
- (BIG FLOTION)
- Time to go
- Home, I didn't
- Stop instead
- Instead

- Being
- Completely
- Mindless and
- (BUMP LIFE)
- Offering the
- Ultimate
- Challenge you'll
- Be back every
- Now another
- In a game

NAME:- S.T.U.M. Runner.

MAKUP: 87% Demark.

PRICE:- \$0.00 (age), \$14.99 (Sub.

RELEASED: 2070. Out now.

OVERALL

70%

Better than expected, and playable and challenging without being nose biting or grabbing any other part of your anatomy.

**Duncan Evans** is an off road racer, but he's anything but super. In fact he spends so much time off the road because he's so bad a driver he can't stay on. A natural choice for this game.

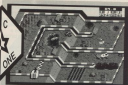
# SUPER OFF ROAD RACER

**M**any, many moons ago... Well, just cut this lot out shall we, and pick up where he starts to get to the point! ...and Super Sprint was a jolly good game, and the follow up released before Xmas, wasn't. So what, here's Ivan Ironman Stewart's Super Off Road Racer, which is Super Sprint but on four mud bath, dirt bowl, hill festooned tracks. You race round, up to three of you, you use up nitros, which are like a gigantic puff, where clouds of smoke appear at your rear end and you go hurtling through space, landing somewhere down the course, and where the objective is to win, earn cash, and make your buggy go even faster.

As long as you beat off the other computer cars you can keep racing, and there's even a continue option for those poorfates that get eliminated early.

Nice chunky and bright colours, classic controls, slightly itty programming, and a whole barrel full of fun is guaranteed when you're playing against a couple of mates (if you have any that is). The races, over the hazards and obstacles are just wild, and with the chuff potential of the nitros you can find yourself flying in any direction, even getting stuck on the scenery.

For all the chaos, gradually skill, but most importantly the best joystick, wins out, expediting the boys from the girls, and the decent joystickists from the cheaters.



**CREDIT CARD**

<ul style="list-style-type: none"> <li>On the move</li> <li><b>TECHNICS</b></li> <li>is</li> <li>impossible,</li> <li>and you</li> <li>don't really</li> <li>have time to</li> <li>notice the</li> <li>PC as you</li> <li>bring your</li> </ul>	<ul style="list-style-type: none"> <li>graphics</li> <li>that chunky,</li> <li>light and</li> <li>darkness,</li> <li>either like</li> <li>myself.</li> </ul>	<ul style="list-style-type: none"> <li>a definite,</li> <li><b>GO FORTH</b></li> <li>to beat with</li> <li>the best</li> <li>joystick ever</li> <li>you tested,</li> <li>out of</li> <li>game.</li> </ul>	<ul style="list-style-type: none"> <li><b>REAL LIFE</b></li> <li>then some,</li> <li>control,</li> <li>features</li> <li>colours,</li> <li>features in the</li> <li>extra ones,</li> <li>porting to</li> <li>be sure to</li> <li>try it out.</li> </ul>
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NAME: Super Off Road Racer.  
SUPPLIER: Virgin.  
PRICE: £10.99 tape, £14.99 disk.  
RELEASE DATE: On the shelves now.

OVERALL **87%**

Wild, stormy, gusty, and other meteorological comparisons, it's a winner in the YC office.

Just when you thought it was safe to get into your four-wheeled monster, a nasty old M1 motorway comes swooping up from the back (and squashes you like an orange).

# NARC

Dur, winners don't use drugs. So says the packaging of NARC. The same packaging that shows your typical winner wearing a rubber ski mask and shades, and carrying enough hardware to eliminate a small country. **Duncan Evans**, well-known caffeine addict, struggles to get into the role.

**G**ave don't just love these mindless monitoring attempts? Winners, don't use drugs indeed, **Sidlocks**. Half the athletic world is too stoned to know what their names are, never mind what event they are in. Take good old Dexter Manley, hopeless coke addict and some time American Football player. A lifetime ban ended recently after a huge one year. And what about Ben Johnson? And even what about drugs like caffeine, nicotine, alcohol, and medical necessities such as paracetamol, aspirin, and for those heart patients, strophin? Let's face it, a café blanche, "winners don't use drugs" message is completely pointless and even dangerous. What about, hard addictive

consciousness altering drugs shoot the s\*\*t out of your system? C'mon guys, get into the real world huh?

Anyway, in this latest just say no to coffee cup of plastic action you are out to waste the Mr Big Corporation. This entails blowing away all Mr Bigs' henchmen, over 12 levels before you finally get to give Mr Big himself his just deserts (custard) and bullets.

The action starts off in a junkyard (it says here - it looks nothing like a junkyard to me though) with swarms of villains surging towards you, all in need of constant ventilation (their heads blowing off to you). You can always arrest them for bonus points, though this is hideously dangerous. The idea is you stand next to

them for a few seconds and they get nicked. Huh, all the bleeders are firing away like its the start of the USA-Iraq war so getting anyway near to someone is like well dangerous. Best just to blast holes in them, or use the odd missile and blow them into burgers and legs that go flying everywhere. Actually you need to save your missiles for further on in the game, especially if you manage to catch up with Mr Big.

Along the way, the levels take you through a subway station, Kink Street, a drugs lab, Sunset Strip, the actual HQ of Mr Big, encountering such characters as Skyhigh, Joe Nocthead (the druggie

obviously), Spike Rush, and Kinky Pinky.

Usually the idea on each sideways scrolling level, is to blast everybody in sight (and this arrest them later), collect re-supplies of bullets and missiles, nab cash for bonus points, and get someone who drops the credit card (and you need to get to the next level. While the backgrounds are quite good in places (and look like Lego in others), the sprites are a bit of a disaster. You, rubber mask and all, look okay, but the villains look like incredible blobby monstrosities. Obviously the result of too much caffeine. ★



CD-ROMs hate it when a dog bites your bottom and just won't let go no matter how many times you shoot it through the brain!!

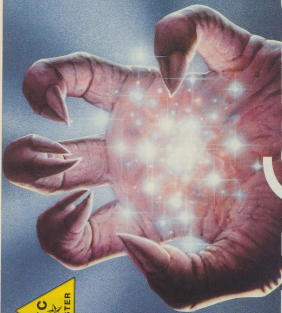


CREDIT CARD	Another	Something of a mixed bag. Half	It's tricky enough to get you	You can't complain
	4 SOUNDS	4 SOUNDS	4 SOUNDS	4 SOUNDS
	city, it simple	the background and sprites are lovely but rest are pluggy	look for another city, without being overdone	absolutely beautiful, in the end, mind it with satisfying distance

NAME: NARC. SUPPLIER: Ocean. PRICE: £9.99 (age 12+), £14.99 (age 16+). RELEASE DATE: Out now.	OVERALL	78%
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Plenty of entertaining frenetic blasting action, but the graphics are a mixed bag and the game doesn't grip you like a mad dog.

# STAR CONTROL



# Star Control

A C C L A D E



# ESWAT

See SWAT that fly sounds something like someone from oop north would say, if they allowed themselves to be gratuitously stereotyped for the benefit of an introduction of a game that has bugger all to do with flies. **Duncan Evans** comes from oop north though, but we've never heard him say see SWAT that fly. He'd probably just eat it.

**H**amrugh! Well, I may hail from the westlands of the north, but I never even saw a fly (too cold you see) until I moved southwards to live with all these soft southerners.

Anyways, flies have nothing to do with ESWAT from US Gold, which is the Birmingham mob's rather sissyly counter to the all conquering and truly majestic Robocop 2. In fact to compare ESWAT to

the sparkling magnificence of Robocop 2 is like comparing the intellectual capacity of Rick Henderson to my very good self. Not only is there no contest, the judges (if there were any other than me) would declare the contest to be a mis-match and send poor old ESWAT off to school for 15 years before it could hope to be mentioned in the same breath as Robocop 2.

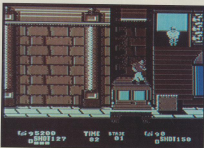
Actually it isn't a bad game at all (you just can't compare it to you know what). The plot, as such, is that criminals are running riot in Cyber City, and only the really tough guys in the ESWAT team have the

gonads, and verily, the ass kicking Inspector to back them a one way ticket to the morgue. Y'as, there's none of your namby pamby criminal rehabilitation programs here, it's a case of blow the mothers away before they get away. However, there's a small problem, before you're allowed into the ESWAT team you have to complete three missions (thus arresting with terminal prejudice) to earn the promotions that will allow you to wear a suit of basking foil.

This isn't too hard, especially if there's two of you blasting away at once, though you need to keep an eye on the bullet supply situation, and then nick in front of your mate to nab the bullet token before he gets it. It's sideways scrolling action, with particularly dull graphics. I mean the scenery is minimalist on a foggy day stuff. Still, at least the criminals appear, and get blown away, with satisfying frequency, and there are ledges, buildings, and even the insides of collapsing buildings to traverse.

Wiping the fodder on

Giles may be 'ard but take it from me, Per 'ardist! Once I swallowed a chairman, while it was still going, and I even stapled my underpants to my bottom. "Robert get out of that scrumpt now and come in for dinner!" "Yes mum! I'm coming."

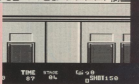




the first three levels is like dead easy, with only the anchor-wielding bad dude on the final (pre-ESWAT) level posing any sort of danger. Once you've felt the collar of all those villains, you make it into the big league, where you are notified of particular scenes to go hunting for.



Oh wonder what's at the end of this little stretch of road? It's a big bad bopper, and he's even stopped as low as looking behind an innocent maiden. What a cut! What a wonder! What a stupid buffoon! If I can't shoot 'round her I'll have to shoot through her. He obviously doesn't know how 'ard we are in the force. We're so 'ard that we would even... blah, blah... etc.



It gets tougher now though, 'cos some of the bad guys are wearing looking foil as well, but you can fire three bullets at once. This does mean you tend to run out of ammo very quickly, so tap ups are always required, otherwise you are reduced to clumsy martial arts manoeuvres to (literally) kick ass.

All this is just a prelude to the major league violence that comes further on though. When you get kitted out with heavy duty weaponry, it's splatter frenzy time, with

more bodies than a night out with George Romero. The annoying thing is that while you are kitted out in your ESWAT bacon toll you're still susceptible to being shot. Huh! What about protective armour guys, this suit has zero defence capability (rather like Sheffield Utd).

Never mind, it's all good fun, especially on two player mode, and even if it doesn't measure up to a particular Ocean game, so what, ESWAT is still a left and a right in its own right.



CREDIT CARD	Plenty of shooting, mission, and runnings	The splat are instant (but looking for the background)	Plenty of levels, plenty of	Wages you'll get (not)
	SONGS and things, but not of pretty military music.	GRAPHICS are fairly good, but not as good as the other in the series.	DIFFICULTY plenty of good, exciting, challenging	HALF LIFE eventually, but not enough challenge to keep you going for a while.

NAME: ESWAT. SUPPLIER: US Gold. PRICE: £6.99 tape, £14.99 disk. RELEASE DATE: Can get it now.	OFFER: 80%
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Like our beloved editor, ESWAT doesn't look pretty but it plays a mean game. Plenty of unadulterated blasting fun for Robocop fans.

## OOZIN' EUGENE'S SCUM OF THE EARTH



**Oozin' Eugene** supplies us with only one complete solution this month, but c'mon it was hard enough getting him out of bed. At least we've got mega-tonnes of other original tips to keep us going.

**M**ore cash prizes wind their way to those despicable enough to not only cheat, but to send them to us expecting to be paid for it. Now that's what I call enterprise.

a couple of times) using the pods. Now go back to the screen you started in (1.2) and block the geyzers with the rocks. Now you can go to Level Two.

(Note: This bit allows you to complete the playable demo free on our October cassette).

## TIME MACHINE

Here's my effort this month, the complete solution to this ever so stinky arcade adventure. And it's about time too (that's pathetic - Ed).

### Level One: The Prehistoric Era

First you must drop a capsule in screen 1.2. Then shoot the eggs. A

### Level Two: The Ice Age

Place a pod in screen 2.5 (by the cave) and go to the wood in 2.2. When it is in the top window, beam to 2.5 and you'll find it has come with you.

Go to 2.1 and transport yourself back to the Prehistoric Age. Now transport the fire from screen 1.1 to 2.5. Do this until the wood has ignited (if it goes out do it again).

Now take off the boulders from the



pterodactyl will take you to the cave screen (1.5) where you drop another pod after which you must warp back to 1.2.

Steal a mammal and take it to the cave (to this

geyser in 2.3, and plant a pod by the river in 2.4. Zap back to 1.2 and transport apples to the river on 2.4 (do it for both banks). Now you can access Level Three.



## Level Three: The Stone Age

Firstly you'll need to build a bridge across the river in 3.4 (mainly for the next level). You'll need to go all the way back to the first time zone and get the Pterodactyl to take you to 1.4. When you are in the area where the tree is likely to lie, transport to the corresponding position in zone three and you'll fall out of the air onto a branch, therefore snapping it. DO this for both sides of the river.

Now take the round wheel across the river from screen 3.2 to screen 3.5 and leave it next to the square one. Level Four now awaits.

## Level Four: The Middle Ages

Go to screen 4.5 by standing in the middle of screen 3.5 and transporting directly, otherwise you'll be spanked by the whizzing cannonball. Take the barrel of gunpowder and take it to 4.4 and drop it on the right side of the bridge.

Place a pod next to the barrel and wait for the large geezer (Goliath) to get near it. Now teleport back to 1.1 and collect the flame. Now teleport back to 4.4 and it will ignite the barrel, killing Goliath when it explodes.

Then take another

barrel from 4.5 and drop it in 4.1 near the moving rock. Place a pod here and then follow the same instructions as before in order to ignite the powder. Now you can enter the last level.

## Level Five: Repairing The Time Machine

Go to screen 5.5 and kill a few terrorists. Wait for a bomb and transport it back to 1.1 where it will explode. The crystal that you need to collect will be freed but will fall into the swamp.

Search 1.2 and you'll find it. Go back to the time machine (in 5.5) and place a pod inside it. Return to the crystal and take it back to the machine.

Go back to Level One and use the Pterodactyl to take you to the centre of screen 1.1. Now teleport to 5.1 and you'll land on the roof of the Oil Oil building. Use your beam to turn the switch on and off. Go back to the time machine and place the crystal in the machine. Follow the same instructions to turn the switch on again and go back to the time machine. Now get in the machine and perform a peek up, you've completed the game.

## IVAN 'IRON MAN' STEWART'S OFF ROAD RACER

Here's a few tips for this spiffy top-down racing game from Paul Milburn. A crisp liver is on its way!!

1. At the first corner (on all tracks), swing wide and cut in sharply next to the barrier, the nitro off. That should give you a big lead.
2. Try not to use any Nitro on the first course. This allows you to concentrate in spending your money on wheels, top speed, etc.
3. When you have lost 2 credits, change cars and you can continue onto the next track with fresh credits.



NOT  
TONIGHT  
JOSEPHINE!!!

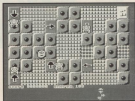


## LIMBO II

Guess who? Yep, Paul Milburn is back with a cheat for our excellent cover game from the December tape.

1. Complete levels 1 and 2, and on level 3 do the square that you're on then go to the right. Now go down onto a flashing square. You should now have infinite lives.

1. Press **RESTORE** several times.



## MIDNIGHT RESISTANCE

Paul Milburn again, with another live's worth of tips for this Ocean hot smash.

1. Use the title screen type **SIAMESE** to have infinite lives.
2. Always try to buy a three-way weapon. Although it's not very powerful, it gets

awkwardly placed enemies.

3. Buy bullets at the shop when you have only 300 left. Use them sparingly.
4. Buy homing missiles. They are brilliant. They are essential for the end-of-level baddies, especially the jet.

## POKES

This collection of bijoux pokettes have been supplied by both Elvedin Corhodic and A. Jacobs, who both get a tonner for their efforts. If there is no SYS number listed then you can be guaranteed that it is a cartridge poke, if there is you'll need a reset switch.

### PLAGUE

For infinite lives and bombs  
POKE 25003, 173  
POKE 16722, 173  
SYS 16387

### MUNCHER

For infinite lives  
POKE 38074, 0  
SYS 36882  
To start any level  
POKE 36073, (Starting  
Level, nos. 1-16)  
SYS 36882  
To disable sprite  
collisions  
POKE 38100, 0  
SYS 36882

### KENTILLA

To be able to see the  
data and text  
POKE 2030, 2  
1234  
POKE 45, 50

### POKE 45, 130 LIST

### RICK DANGEROUS 2

Infinite lives  
POKE 1409, 0  
Infinite time bombs  
POKE 93073, 0  
Infinite laser bolts

### RUFF AND REDDY

Infinite lives  
POKE 13309, 193  
Infinite time  
POKE 7356, 0

### HONG KONG PHOOEY

Removes nasties  
POKE 16420, 0

### MIDNIGHT RESISTANCE

Infinite lives  
POKE 10337

### SHADOW WARRIORS

Infinite time  
POKE 31185, 173  
Infinite energy  
POKE 38104, 173

### BLACK TIGER

Immunity  
POKE 48785, 173

### KLAX

Infinite drops  
POKE 8141, 166

So that's it this month, not as much as usual but some tasty nuggets none-the-less. And I promise that we'll have a few maps next time. See ya later, you spark brigade.

# DRAGON BREED

Duncan Evans doesn't breed dragons in his back garden, but he knows a man who does. Well, no, that's a complete lie actually, but he does know a man in Switzerland. Does that count? No, I thought not.

There was a well spritz game out a couple of months ago called *St Dragon*, from the Sales Curve. Dragon Breed is like that, but not as good. If you didn't see *St Dragon*, then read on, otherwise you can look at the screenshots now.

You play the role of Kayus, a lanky young lad who has become King of the Agamen Empire. Alas the rest of the chaps at court aren't too happy with this and have broken the seal restraining Zumbaxous, the King of Darkness (who, while being utterly evil, does send his mother flowers every month). This Z person wants to bring plague, pestilence, everlasting darkness, etc. etc to the world, so his down to young Kayus, set aside his loyal dragon to sort the blighter out. Although its not all very breath action for our airborne chum, when the going gets narrow, the small go walking.

Its the usual business of sideways scrolling shooty action, with swarms of your typical feckily little aliens, and then larger ones obviously made up of four sprites. Obviously because when

they appear and move onto the same line as your character, they flicker like buggery. So does your dragon, except he does it all the time. I think he's probably trying to become invisible, or something. With a flexible and manoeuvrable tail thankfully your dragon can be used to fend off shots, and when you collect some power up tokens, it becomes even more useful.

Fled tokens endow the dragon with flame breath, silver give you homing dragons (tiny suicidal exploding baby dragons - or... supposedly), blue gives you a share in the Electricity board, well, lightning bolts anyway, while gold tokens give you scales. Which also happens if you don't get enough vitamin C.

By using a combination of these power ups, and the fact that your dragon is double jointed, you can curl the tail completely around, shutting yourself in, but of course no man is an island (well he'd be a very small island if he was), so you need to show your face every now and again. To kill things.

There's a word for all of this, and that word is routine. The two colour

background scrolls ever so slowly, while the sprites flicker and die under your onslaught. It's all pretty easy until you hit the end of level aliens. Which are big and nasty. The first one is a bit too nasty methinks, but try it out for yourself, since this is a reasonable game, if you like scrilly shooters.



## CREDIT CARD

• A totally unoriginal time-spirke	• Goes in places, but all this	• Easy enough to get into, the	• Large routine scrolling,
• 4 levels	• Graphics	• No extra	• Half life
• you from the off and it's very bright	• Boring stuff gets you eye strain.	• first wapper alien will snide you enough to	• shooty action, its suitable to stick in the
• probably its from the 60's	•	• play some more.	• boring

**NAME:** Dragon Breed.  
**SUPPLIER:** Articulation.  
**PRICE:** £9.99 tape, £14.99 disk.  
**RELEASE DATE:** Oct 1988.

REVIEW

73%

Er, dragons fail me. It's like *St Dragon*, with a dragon and stuff, but not as good.



Oh don't you gob those little phlogon dragons of me you snooty wee buggers! I'm gonna show you a thing or two about making young men - just wait 'til your father gets bored



## MISADVENTURE

A long time ago, in a galaxy far, far away, a pod was sent from a dying planet in the hope that the race could be saved. In this pod was a male child who was found and raised by a maggot farmer and his wife. **Super Rigby** now hails as master of the adventures.



## LETTERS

Dear Paul,  
First let me get the crawling out the way and say that your adventures column is the best thing that's happened to me since I last stuck my head in the oven (emmm - Paul). In fact I would go as far as to say that it's brilliant, amazing, wonderful, remarkable, Mary? - Paul) remarkable (oh good - Paul) in fact the best adventure column I've ever seen!!

What I'd like to know, though, as a "mature" adventurer, who's started adventuring quite late on, is what adventures do you recommend? How about a Top Five adventure list? I can't get my teeth around these

new fangled RPG things so a concise adventure guide would be much appreciated.

Mary Hadley,  
Newquay, Cornwall

Paul: Nice place, Newquay, never did do any surfing though, ah well. A Top Five? Hmmm. A toughy. But if you pushed me - I'd probably fall over - and then declare that, on the grounds of availability, I would recommend, in no particular order: *Time Thief* (see *Vintage Vault* elsewhere), *The Case of the Mixed-Up Skymer*, *A Dark Sky*

*Over Paradise*, *Time and Magic*. If you are not familiar with any of these titles, then never fear, I'll be covering them all in forthcoming issues. Yes, there are other titles out there but, unless you're lucky, the majority of computer shops tend to ignore adventures. (*Time and Magic* being the only commercial one of the five you'd see with any regularity in computer shops, the others are mail-order only). Just in case, though, I'll also be covering the quickly disappearing commercial stuff - just in case your local shop stocks it.

Dear Paul,  
Y'd Slack, cool dude that you are, gimme five! (Oh, hello there young man - Paul) Me and my brother have read every issue of YG that you've been in (yes, I'm still trying to remove the staples from my jacket - Paul) so we think we should both get a prize for being so loyal (what? - Paul). Anyway, as YG has a regular adventure column now how about a few hints/s tips'n things? Although I'm a mean man with the plastic keys I still get stuck - my brother's hopeless, so you're my last chance! Help!!

David Pearce,  
Stockport, Cheshire

Paul: Er, quite. By all means. I would love to help you and your brother out in your hour of need but what on earth are you stuck on? You can tell me David. So go on, write in again. Let me know the title and precisely what the problem is and I'll do my best.

## URES



# ADVENTURE FANZINE ROUND-UP PT.5

complete with a refreshing cup of tea and a croissant each. Proposing up a pillow and removing a camera tripod from under Chris's nose I asked him how Coder

contributed to Contact regularly and well, therefore, used to see Contact go when it did. I think it was Mandy (Rodriguez) who suggested that I do something else

can work out what's going to be best for the magazine - content, size of photographs, etc."

A typical issue spans around 40-45 pages and includes information, adventure utilities on all computers - from C64s to PCs, Spectrums to Amigas. As well as utilities Coder includes help using languages such as Basic and Assembler and more general articles such as atmosphere in adventures and the origin of ideas for plots, puzzles and the like.

To date Adventure Coder has produced 13 issues. A fair percentage of them being C64 specific. Utilities such as the GAG and GAGs have been covered as well as the more esoteric aspects of assembler. Other C64 specific articles have included a very interesting piece on the infamous 1541 disk drive, including one or two little gems regarding little known disk commands.

Judging by the above you may get the impression that Coder is a dry piece of techno-crap. Wrong! Chris Heister manages to inject a humourous, not to say musical, style in amongst the articles that are suitable for the beginner and experienced alike.

All in all, Adventure Coder is a little cracker and, at the measly price of £1.25, should be standard reading. Send your cash to: Christopher Heister, 3 West Lane, Baildon, Near Shipley, West Yorkshire, BD17 5HD.

## Adventure Coder

JULY 1993 • ISSUE 1 • 41



All of the adventure mags covered so far have, in one way or another, offered hints, tips, reviews and general entertainment for adventure players. The one obvious missing piece in the wealth of information already provided for the benefit of the adventurer is - how to produce the things in the first place. This is where Chris Heister's Adventure Coder steps in. Produced in A5 format and published by the ever-busy Mandy Rodriguez (the Adventure Probe editor) Coder is a constant source of help and advice for the adventure author, those wishing to become adventure authors or for players who are intrigued by the inner workings of adventures.

So let's see what this Chris Heister chap is all about, eh? Finding his peaceful home one Sunday morning - myself, the YC sound engineer, YC photographer and YC teamster found Chris still in bed. Being an accommodating lot we all clambered in with him -

Marked,

"The basis for Adventure Coder was another magazine called Adventure Contact which covered adventure utilities and was edited by Pat Winstanley, initially, and then Colin Page who did a few issues and then gave up. I used to

along similar lines. Between us we came up with the basis for a new magazine.

"As Mandy was doing Probe I was able to get advice off her on exactly how it should look - how many pages, size, and so on. Obviously after you've done a couple of issues you

# VINTAGE VENTURE VAULT

**T**he Vintage Venture Vault will be an occasional feature that will either drown you all in gallons of nostalgia or will inform you as to all of those adventures that "got away". Most of the titles covered in this area will still be available, in one way or another. I'll be covering the adventures from the ultra-famous, the little known and the positively rare. The main aim, however, will be to give you a contact address so you can get your mitts on them.

As new adventures are arriving all the time it is silly to assume that everyone will know about every adventure that has ever been released so I hope that this golden oldies section will be more of a service than a gentle look at the past. In the near future I will begin a similar feature for RPGs - watch out for that one.

## TIME THIEF

As the good ol' text and text/graphic adventures has been largely shunned by the big software houses (they will return, when they see the error of their ways) the only reliable source of adventures are the independent mail-order outlets who produce their wares from home. Such a company is Big Sky.

To my knowledge, Big Sky only produced one

adventure and that was for the C64 - but what an adventure! The title in question is called Time Thief, a disk-only text-adventure written by Don Macleod. Released around the Spring of 1989 Time Thief arrives on one disk and is divided into two parts: Shadows & Light and Noonland.

The plot surrounds a company who deal in, what they call, "Timeshare Travel". Actually the theory is a fascinating tale in itself. Say you and a bunch of friends, aged around 18, want to trip off on holiday. What you'd do would be to take time off your years of old age (when you would assume you'd be old and feeble and not able to enjoy yourself as much). In effect, you could "use" your 77th year, for example, when you are 18 or whatever! Neat, eh? So you would die at a younger age (say, 40) but, by the wonders of Timeshare would still have "lived" your full life span (say 80 years).

Although many people used the Time Portal successfully things began to turn sour, though, when some people returned from their time travel crippled, maimed and so on. Jocasta, a top academic travels to a place and time where the trouble appears to originate from. It appears that someone is "stealing"



time and, therefore causing insects problems. She disappears, though, so you must follow her to see what happened and, possibly, catch the time thief yourself.

Time Thief is a tour de force in C64 adventuring. Probably the most amazing aspect of this game is the combination of tons of text and no disk access! Now why couldn't Infocom do that, eh? Don has used both machine code and the Quill adventure utility and has utilised some nifty text compression techniques to make all of that possible.

The game, which mixes fantasy and SF very successfully, opens atmosphere and will reward careful examination of objects with flowing and elegant prose. Although Time Thief

uses the Quill and, therefore, only allows the basic two word input you shouldn't be put off because the game design never really imposes this limitation as two word inputs are all you will need anyway.

With a wide range of puzzles - some comparatively easy, others utter wads - beautiful text descriptions and responses and all of the atmosphere you could wish for in an adventure you either buy this game or declare yourself as barking mad.

**OVERALL - 93%**

(CONTACT) Big Sky Software, 35 Old Stanton Road, Dingwall, Rossshire, IV15 6QG. Price - £5.00. Overseas add £1.00. Cheques/PO's payable to D.Macleod





# NEXT MONTH

IN THE ONLY  
COMMIE \$4  
MAG WORTH  
SPENDING  
YOUR DOSH  
ON

They'll teach  
you to steal  
my copy of  
YD!



I've got the  
tin-spooner  
boss!

## SUPER MONACO GP

Read the review of what promises to be the funkiest race game ever, and you'll even have a playable demo on the cassette so you can make your minds up yourselves.

## EXTRA PREVIEWS

An extended Things To Come section, that'll have more previews than ever before, with all the games that are to be released for Easter.

## RETURN OF A COLUMN

Neon Zone, the arcade-game round-up, returns with a vengeance. And it undergoes a few major changes too.

## AND MORE

Whatever DID happen to those compo results? They'll be printed at last!!! Also check out the list of games that we'll review (as well as Super Monaco GP): SWIN, Predator 2, Loopz, Exterminator, Back To The Future 3, Line Of Fire, Night Shift, Edd the Duck, Robocop 2, Shadow of the Beast, Gremlins 2, Navy S.E.A.L.S., Toki, Pang, Judge Dredd, Wings of Fury, Supercars, Switchblade, Lotus Esprit Turbo, Dragonstrike, Star Control, Strategic. And so many more your knees will quiver.

YC March '91 - More gripping than a leech,  
and better for you!

# OUT FEB 25

The publishers of this lousy organ reserve  
the right to change the contents at a  
whim, if we so desire.

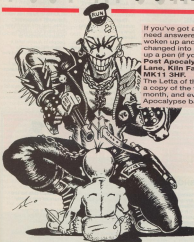
Please return newspapers:  
receive a copy of YC for the  
every month, in return I'll hand  
over my rather special pocket money  
although it pains me to do so, and  
I wouldn't do it for any old crappy magazine.

MY NAME .....

MY ADDRESS .....

Give this to your local paper shop before it blows away!

# POST APOCALYPSE



If you've got a question that you need answered, or you've just woken up and realise that you've changed into a tin of Spam, pick up a pen (if you can), and write to: **Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

The Letta of the Munt winner gets a copy of the top game of the month, and every letter wins a Post Apocalypse badge.

So there you go, he doesn't know either!

## SLIGHT LIST

I have recently read my friend's ACU (Amstrad Computer User), that load of crap, but there was one thing I liked in it that YC does not have and would make YC a bit better. It had programs that you could type in yourself.

I have always enjoyed typing in my own programs, so please can you print one or two programs in each issue.

Also, I have recently bought Hammerfest, I saw it in the shops for £3.99 so I thought 'why not?'.

I agree with your review a few months ago and even think you could've given it a better mark. I have got past the first screen, but I can't complete the second, please could you tell me how to get to the third screen.

Right you lucky lot, I'll give you twenty minutes. After that I'm off down the boozer with Gozo and Flame Head to see who can swallow the most amount of Bloody Marys without puking. You've only got 19 minutes left...

## HAIR TODAY

What was a picture of that famous Furry Freak Brother, Fat Freddy, doing in the feature 'Fists Out for the Lads?'  
Me, London

PA: I don't know!! I tell you what, I'll phone up Giles Brandreth, that well known buffin of everything

trial.

PA: Hello, is that Giles Brandreth?

GB: Yes, who is this?

PA: Can you tell me what Fat Freddy was doing in the December issue of YC?

GB: Look, if you don't go away I'll call the police.

PA: Yes, but you haven't answered...

GB: Oh, frig off! (Click)...

Finally can you tell me how to get past the locked door on the second screen of *Nightmare* (on the December free tape). I think YC is the best comic mag ever!

Matthew Gibson,  
Billerica, Essex

PS. Please, please, please make this lotta of the munt!

PA: Let's get everybody in the office to vote on whether to make this Lotta of the Munt or not.

Rik: Yeah

Helen: Nope!

Evesy: Nope!

Ma: Nope!

So there you go, tough luck! As for the games hints, I'll pass your letter onto Ozoo, and see if he comes up with something in the future.

We got rid of listings way back because of the tape, and it's unlikely that Rik'll bring them back. By the way, did you know that Rik used to work for ACU? (YES! - The bored readers)

## COVER STORY

Err... Err... Where's the cover to tape no. 8 then again?

YC is brilliant but it needs more colour.

Paul Mullett,  
Milton Keynes

PS. Who are you Rik?

PA: I think I'll get Rik in here to answer this one. Rik: I am a fish, yibble, yibble, yibble! Not tonight Josephine!

PA: There you have it, not even the local asylum knows who Rik is, and Rik certainly doesn't. As for the cover to tape no. 8, why don't you get out your pencils and draw yourself

one? In fact, why don't all of you do that and send them in, and we'll give a prize to the best tape cover that we receive (like a new set of pencils or something).

## QUESTION TIME

I bought the 8th issue of YC for the first time and it was great. I really enjoyed playing the games on the free tape and I like the pictures of Ozoo's Eugene and yourself. I also like the Purple Puzzle Page. Here's a few questions...

1) In *Shadow Warriors*, why did you give the graphics 8 out of 10?

The graphics of the game are shocking.

2) What game do you think has the best graphics and sound?

3) Why the hell did you put a poster of the robot in Dr Who in the issue?

4) How much is £16.99 in Australian money?

5) What does PA stand for?

That's it for the questions, I'm looking forward to the next issue of YC. See ya!

Andrew Katsiris,  
Melbourne, Australia

PA: Cor, fippin'ell! Let's see if I can answer your plethora of queries...

1) Rik must've thought the graphics were rather good, let's hear what he's got to say: "I thought that the graphics were rather

good!" There you have it! 2) I think that *Last Ninja 3* is just about the best game ever for graphics, sound AND gameplay (and I agree - Ed).

3) Have you ever been threatened by a large metallic beast with a gooie sipping gun? I think not!

4) As far as I can tell, with the world's economic state, that you should use this equation: Aussie Dollars = Number of people in Aussie land x British Pounds = The amount of members of the Ramsay family in Neighbours. Therefore £16.99 = about 400 million Australian Dollars (probably). 5) Anything you want it to. Most people take it to stand for my initials generally though.

# LETTA OF THE MUNT



## SHOW BUSINESS

Having just returned from 'The Commodore Show' (or should this be the 'Amiga' show?), I was extremely worried about the future of our dearly beloved CG4.

It would seem that according to the staff of several of the software stalls at this 'Amiga' exhibition, our faithful Commodores are now past their best and are only fit to be consigned to the great computer land in the sky.

Most comments, when requesting software for the 64, were "It's had its day", "Not powerful enough", and "The 16-bit is far superior".

I must admit the only satisfaction I got was from the Ocean stand where a certain character, wearing an Amiga (there's that word again) T-shirt, assured me that Ocean is still going to support us.

Don Langridge, Sevenoaks

Rik: Yep, we were there to (see last month's Data), and things were far worse than this. Good news though is that companies have not been swayed by the fact that think that the console is no longer commercially viable.

It still sold in bucketloads this Christmas, and with the GS408 now in operation, it seems as though there are billions of games on the horizon.

The next time somebody mentions the superior 16-bit machines, do what I do and they'll find it very difficult to pee standing up ever again. And remind them that Fares made a comeback, and they're disgusting.

# TEENAGE MUTANT HERO TURTLES™

It was no surprise to find Teenage Mutant etc top of the Grimbo charts, but what sort of game was it? Duncan Evans, our own hero in a straight jacket, dropped into the local sewer to find out.

**G**ah, bloody Teenage Mutant Turtles this. Turtles that, you couldn't draw breath without snuffling plums, you couldn't watch on the TV without being assaulted by a four year old episode of the cartoon (and this is an overnight sensation!), and you couldn't go shopping without some queer appearance by a halfwit in a half shell waving a rubber tutans. Congratulations go to Microsoft for having the sense to sign up the biggest cross marketing exercise for years, and not riding the hype all the way to the nuthouse and spot. But what about the game? Ah yes, well do you really want to play the game? I mean if Microsoft had stuffed the box with stickers, a plastic turtle and a comic then most people would have been happy.

Not us though, thanks to

the demand for the damned game we had to go out and buy a copy. And what goodies do you get in the box, what little advice to supplement the game are thrown in free, just how generous has Microsoft been over the festive period? You get a joystick. And the plastic disk bag is green. Jesus, don't go overboard guys.

So to the game then, and the PLOT (TM - incidently did you know there are 22 TMs on the box?). April O'Neil has been kidnapped from her news van by

Shredder, so you have to rescue her from the sewers, or whenever she's being held. On top of that you also have to work your way towards the Technodrome, home of Shredder, and kick his ass before relieving the Life Transformer Gun (which will turn into master Splinter back into his original human form). This being set in New York, no-one would probably notice the difference.

So that's the idea then, take control of each of the turtles in turn, as you fight your way through the various levels, searching for April. Though you can only control one character at a time, you need the speciality skills of each turtle at the appropriate time to combat the various menaces thrown at you. Well you're

supposed to but I went through my turtles like a Jap

businessman at lunch, so never had the chance to employ those sort of tactics.

Each turtle has a strength rating, which

disappears at an alarming rate, but can be replenished by copious slices of pizza, if you can find them. What's annoying are the enemies who just walk forwards and into you, giving you no chance to out fight them. You chop away, but they cost you half your strength before they finally disappear in a puff of smoke.

Most of them are indistinguishable blobs anyway, so its no great loss. There are two types of view, one is outside-on the streets, which is sort of Gauntlet like, and looks awful, the other is inside buildings and sewers, where you get a sideways on view. The turtles are well done, and the backgrounds are okay, but the opposition are poorly drawn. At least you can keep around quite nicely, even if you don't have many moves to make.

Bad news really comes on the music front, it's so bad and grating you just have to turn it off sharpish, before everyone else in the room starts throwing stuff at you.

Compare the Turtles to Last Ninja 3 and you see the turtles looking green for another reason. To be honest this is mediocre city, but with everyone jumping on the train into town without seeing where they were going, disappointment awaits at the destination.



Go on dude, hit him with your rather manning, but highly illegal pipe weapon (By the way, the green blobby thing is you)

Huge hype, great marketing, but a dull and uninspiring game, and bugged all freebies in the box.

CREDIT CARD

- |   |  |                                      |   |
|---|--|--------------------------------------|---|
| • The music is truly awful, and there's not a | • The turtles aren't bad, but everything | • There's nothing really there       | • It's a challenge                                |
| • 4 (HORRIBLE)                                | • 4 (AWFUL)                              | • 4 (BAD)                            | • 4 (AVERAGE)                                     |
| • Cowabunga is in                             | • also is like a grey day in             | • in what you look for another game. | • alright, so you could be playing for some time. |
| • heard anywhere.                             | • in Pockémon.                           |                                      |   |

NAME: Teenage Mutant Hero Turtles  
SUPPLIER: Microsoft  
PRICE: £9.99 tape, £14.99 Disk.  
RELEASE DATE: Out now.

OVERALL

68%

## TOTAL RECALL

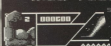
If you aren't the man you think you are, spare a thought for Quaid, a man played by Arnie, who thinks he's someone else who is in league with the Mars resistance, but is in fact someone else entirely who has set himself up as a friend of the resistance to lead his allies, the authorities to the resistance, while gradually recovering his true memory, which isn't Quaid, or the man, Quaid thinks he might be. Duncan Evans is confused.

Mars, and one man's undercover in the shanty which lead to it breaking free from Earth control.

While not being particularly complex, Total Recall is certainly convoluted with regards to its main character. Fortunately this is not the case with the game, which steadily black you through the plot points, leaving you with some fine running around, jumping, sliding, collecting and killing to do.

There are four levels of hell, starting off on Earth where Quaid has to make his way to a phone box on the other side of the city. On the way he has to collect oxygen for water, find a muscle power, and then go to kill people with and often useful weapons. Strange but the first level leads into the world of a warehouse in Milton Keynes rather than a futuristic city. Obviously the programmers didn't have the same budget as Capcom Pictures.

Platforms and enemies is the order of the day here, with a variety of chunky looking Arnie shuffling around the various designed pathways. Well, it's not the platforms that are dangerous, it's the damned spikes that abound. In this Total Recall shares a characteristic of Elephant.



## TOTAL RECALL

Hum, you can tell that this isn't your first of the real Arnie flick can't you. I mean, he got so much paid your only recourse is to blow holes through anyone who gets in your way. Philip K. Dick (deceased) was the guy responsible for such classics as Do Androids

Dream of Electric Sheep (otherwise known and filmed as Blade Runner). Total Recall is a short story about revolution in the gaming communities as

Antics, which is also reviewed this month, and that is what you can only tell where some of the pits are, after you have fallen into them. Now this is annoying enough, but considering you only get one life with no continue options at the beginning of the game (although they do appear when you get further into the game), it's positively bloody infuriating.

If you get past this level then it's drive your car time, which is based on the weakest part of the film, the driving (see page 48). Avoid the chasing police cars, avoiding having an unpleasant accident with the scenery and you can get to only level three. Now Quaid and Melina meet up with

Benny, a mule taxi driver, who, while leading them through to the rebel hideout, also tells them down the drain (enter in the film's jargon, given the plot twist). Anyway, it's you go with level four, and more platform action, as you race through the rebel hideout, and on to the alien complex at the heart of the mountain. This is a race against time, as a bomb has been placed inside the alien complex, which, if it explodes, is going to kill everyone's dog.

It does sound a bit over-the-top (well you're packing two hours of film into four levels), which makes it a good idea to watch the film, or video, before playing the game. At least then you'll know

## CREDIT CARD

<b>SOUND</b>	Real sports	Only one life	A group of
<b>GRAPHICS</b>	with lightest	Only one life	Only one life
<b>FX</b>	with lightest	Only one life	Only one life
<b>FX</b>	with lightest	Only one life	Only one life
<b>FX</b>	with lightest	Only one life	Only one life
<b>FX</b>	with lightest	Only one life	Only one life
<b>FX</b>	with lightest	Only one life	Only one life
<b>FX</b>	with lightest	Only one life	Only one life
<b>FX</b>	with lightest	Only one life	Only one life
<b>FX</b>	with lightest	Only one life	Only one life

NAME: Total Recall  
SUPPLIER: Ocean  
PRICE: £6.99 tape, £14.99 disc  
RELEASE DATE: May now

THREAT  
**84%**

A pretty damned good film conversion, with tasty graphics and sound, but can be terribly irritating in places thanks to the trial and error method of progression.

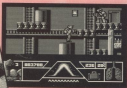
what's supposed to be going on.

Mainly the graphics are pretty soft, I mean just compare this to the snappy Turtle game, and the music and FX are well up to

scratch. It really does help if you watch the film first, all of which makes the game very enjoyable to play, even if it is far too tricky.



Could it be that Andy's not his match? Like Suggery!! (Unless that's a line from Woody Mammoth with a severe attitude problem and a tendency to say "Don't drink and bake"). I don't think so. Go on Andy blow him away, he doesn't even deserve being on the same screen as you the animal!



# TREVOR BROOKING'S WORLD CUP GLORY

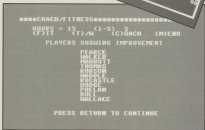
Some people say that timing is everything in football. What time the pubs open, what time you get to the ground, what time you beat the hell out of the other supporters, etc. Trevor Brooking used to have good timing when he was a player, but that was some years ago and since TBWCG has come out six months after the main event, his powers are obviously on the wane. Duncan Evans catches up with the old codger.



**C**hallenge Software is well known for its strategy games, but not for all action entertaining graphics. Trevor Brooking is well known for his match commentaries, but equally not for all action graphics. Bring the two together and while strategy may win out, you don't really expect visual excitement.

This, if you hadn't guessed (because you were thick or something) is a game of the last world cup, so quite why greyhair Treo has endorsed it is anyone's guess since the world cup he played in was in 1960. And that didn't involve much glory either, 'cos both him and Kevin Keegan couldn't score the goals we needed against Spain.

However, you have inherited a team which has suffered a series of depressing results and is now well and truly downhearted. Your task is to restore the confidence of these witless one-legged blind mutes to Germanic arrogance and raise the skill level to, er, Germanic excellence. In



Of course some players that'll never improve - the whole of the Arsenal team for a start, and the Lutonians, and the whole of the Lutonians (they're REALLY crap) in fact every team in the online world would have a job to get to the unbelievably spotty standards of Liverpool FC - they're yike best and no mistake!!!

short you have to qualify for the world cup, and then win it. Along the way you can test out new strategies and bolster the confidence of the boys by playing deadbeats like Albania.

That was the plan, we lost 2-1 and half the squad committed suicide the next day. Each player has

an ability and a fitness rating, and you can train both of these elements up between games. It's surprising to see the form of some of your stars owing so wildly though. Linaker might be rated 4 this month and 10 next month. The other thing training can improve is team work, though the

value of this is questionable. Even with team work rated as good, with decent players sprinkled throughout the squad, and playing an ordinary 4-3-3 formation, England still went down to Albania.

The actual process of entering players into the squad and from there into



## TEN THINGS YOU NEVER KNEW ABOUT TREVOR BROOKING\*

1. He didn't play for Family Celtic in the Woodmillis League.
2. His dad was called Mr Brookings.
3. His mum wasn't.
4. Trevor means 'Dark haired wanderer who like measee' in Eskimo.
5. He scored the winning goal when West Ham beat Old Etonian Strikers in a FA Cup tie in 1879.
6. Trevor likes bawlfen biscuits with a hint of mustard.
7. Mr Brookings is one of the BBC's highest paid commentators, earning in excess of four million pounds per match.
8. My aunty used to know someone who lived in the same street.
9. Trevor prefers lime green socks.
10. Despite everything Trevo is still one of the boys and can be found dog bailing at his local pub most nights of the week.

\*But only three of them are true!

WORLD CUP OF CHAMPIONS

UPPER-WE	LOWER-WE	CHAMP
EE	EE	EE
SCOTLAND	1	1
ENGLAND	1	1
WALLES	1	1
IRELAND	1	1

WORLD CUP OF CHAMPIONS

UPPER-WE	LOWER-WE	CHAMP
EE	EE	EE
SCOTLAND	1	1
ENGLAND	1	1
WALLES	1	1
IRELAND	1	1

WORLD CUP OF CHAMPIONS

UPPER-WE	LOWER-WE	CHAMP
EE	EE	EE
SCOTLAND	1	1
ENGLAND	1	1
WALLES	1	1
IRELAND	1	1

Often Trevor really knows what he's on about doesn't he? I mean it's not as if he's just quoting the classics or anything. I'd even base my entire tactics around his infinite wisdom.

the team formation is unbelievably tedious. I mean, you'd think Challenge would have the sense to carry over the players from one game to the next instead of forcing you to re-enter every player for every game. The reality is stupid.

Balancing your formation is important, as is getting the ball down the wings, though the number of shots on goal that your forward line

produce is sometimes not accurate with regards to their numbers and quality.

At half time in a game, be it world cup or friendly, our mate Trevo sticks his ear into the proceedings with such telling comments as "The lads will be disappointed with this first half. England's right side looked strong but Albania had the better chances and possession." To very much Trevo, there's a bundle of stats on the

text only match display which tells you as much. So I wasn't expecting graphics, but I was expecting polished gameplay and professional displays (and not just from the team). Would you believe the Spectrum version is far more polished than this amateurish looking C64 game. While there is a reasonable football game under there trying to get

out, sloppiness and unprofessionalism have rather strangled it.

There are even five skill levels, with the first and easiest being challenging, and the rest getting harder. Very balanced I'm sure.

Average sums up the actual game, but shoddy sums up the way it works, and the look of the whole shooting match.

CREDIT CARD	There aren't any but even the text displays are badly presented.	4.5/5 FACTS	Also easier to get up than most.
4.5/5 FACTS	There aren't any but even the text displays are badly presented.	4.5/5 FACTS	Also easier to get up than most.
4.5/5 FACTS	There aren't any but even the text displays are badly presented.	4.5/5 FACTS	Also easier to get up than most.
4.5/5 FACTS	There aren't any but even the text displays are badly presented.	4.5/5 FACTS	Also easier to get up than most.

SUMMARY: Trevor Brookings's World Cup Glory.	OVERALL	60%
SUPPLIER: Challenge Games.		
PRICE: £9.99 tape.		
RELEASE DATE: Oct 1989.		

Trevor Brookings's world cup glory was at least nine years ago, which explains why all the menus and text looks so outdated. Difficult to actually use, the gameplay doesn't redeem all the shortcomings.



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# GAZZA II

Howay the lad! Gazza's finally made it again, but is this second attempt at footy fun just fog on the pitch or Georgie joys? **Rik Henderson** slaps his Gazza and Friends LP on the deck and wonders if he'll end up crying after loading Empire's latest effort.

**F**rom 13-year-old spotty adolescents - who are half alternative, but have never had a hair on their face in their lives, to 60-year-old women who are made gooey at the thought of a young man who cries almost like a nineties' Tiny Tears, everybody's heard of the mind-gobbling entity that is Paul Gascoigne (apart from one old crumbly judge with his public school tie shoved firmly in a place where only the headmaster has seen before).

And it seems that footballing brilliance is not enough to qualify you for superstardom nowadays. You need to keep a few bucketloads of saffron perrier to be recognised as a hot merchandise property. Just think what the world would be like now if Pele had blown a nose-full of snot into a hanky and unveiled when he missed that famous pitch-length shot in the 1970 world cup.

But maybe shedding a few tears is not all it takes up to be, because it isn't to be forgotten that Gazza, he who was to be left behind instead of playing for England in the 1990 world cup, wound up

all with a superb form of soccer skill that made him invaluable to our team set-up.

I'd like to think that it's down to this reason that a latest game has been released with his nickname embroidered on the cover, that and the fact that the previous attempt was so crap. There was a need to make up for the former disappointment.

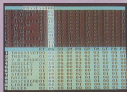
So how has it been done? Well, you remember Kick Off don't you? (Picture that in your mind, flip the screen the other way (horizontally scrolling, instead of vertically) and glue the ball to the player in control's leg and you've got Gazza II. Oh yeh, slow it down a notch or two as well.

It's not all been done before though, in fact Kick Off tries desperately to be different to any other footy game. It certainly manages to cram a lot of strategy and what could be passed for management. The only problems is that it seems to be for this fact alone that the game falls below the excellent level at which its sponsor so often performs.

You see, every player has an individual level for



Of course, that well-known Liverpool penalty taker, lines up to kick one home with only 30 seconds left on the clock. I'm not telling you whether he scored or not, but let's just say that the replay's on Wednesday!





stamina, running, kicking, passing, control ball, and tackling and at times it seems that the computer is having problems coping with the vast amount of factors in just simply running the ball from one end of the pitch to the other. Therefore, even the fastest player on the pitch runs as if he's done something rather nasty in his shorts. And there's also the option to be injured, when this happens (and you've got no more subs on the bench) you may as well go make yourself a nice cup of tea 'cause it'll take hours to get from one end of the pitch to the other.

This said, Gozza II still offers a lot. It's far better than Kick Off and Kick Off

2, for instance, and graphically it beats the Lego man style of most of the other efforts. And it's tonnes better than the original games. In fact there's only one game that's better (in my opinion), because it has many more options, and that's Manchester United.

If there was more of an incentive to play, such as a league or cup, as well as having different weather effects and pitch type (which it does very well), it would be worthwhile suffering the speed at which the game plays. I suppose we could be grateful though that there's not even a musical note that coincides with 'Gog on the Tyne' or 'Geordie Boys'.

## CREDIT CARD

• Air better than my	• Nicky	• Intensity (and speed)	• ...but what if you've spent half an hour planning
• <b>GRAPHICS</b>	• animated	• <b>GO! FACTS!</b>	• <b>HALF LIFE</b>
• track on the	• professional	• doesn't seem to matter...	• around you'd need to
• Glasgow	• and the pitch		• loaded of
• Premier LP	• really pretty well		• water to make you go

NAME: Gozza II  
SUPPLIER: Empire  
PRICE: £9.99 Paper, £14.99 Cds  
RECOMMEND: Not really

OVERALL

78%

There's enough crammed in to satisfy most, and you'll probably play it far more often than Gozza wears Bluz.



## THE SCORES

**NO SCORE** - This game is too absurd for words.

**0** - It'd probably be worthwhile using the cassette to record an E.M.U. single on or something.

**00** - Not even worth a look. It's only appeal would be for amusement.

**000** - This is an average budgie game, and would probably fill a gap on a rainy Sunday afternoon.

**0000** - This game is rather splendid really, but it lacks that certain something that determines a 'must buy'.

**00000** - This is the best you're likely to get for your pocket money. Well worth raiding your piggy bank for.

## TIGER ROAD

KIDX £3.99

My name Lee Wong, and mission is to free kidnapped children from grasp of Ryu Ken, all kind evil chappy. If children oh not freed they become soldier slaves of evil Ryu Ken. Ah pretty thin plot thinks me, but being jolly good chap with try to free poor children.

Ah so, on beginning of quest, I am transformed from skinny kinda chap to big with plenty of muscles yes. Even better I have big chappan in hand, and am hitting ninn bad dudes over head with it. Quick, dot bring tears to eyes I can tell you. Gaps, ah suddenly discover ability to jump like rocket up bottom. Sure need it fine chaps yes, sideways scolding not bad, but music and sound effects pretty play. Idea to kill big number of bad dudes on each level before can take on Mr Big bad guy. This ain't so easy chaps. Tiger Load starting to show age and not really as good as you think. Pretty tough box, and at more Kix price I say save pennies.

RATING:



TWEET,  
TWEET!

## THE BUDGIE COLUMN

### DELTA

KDXX £3.99

There was a time when the CG4 market was flatter and more bored than it is now, a time when everyone was looking at their CG4 and thinking, maybe I should buy an ST, or maybe

sparkingly good sideways scroller. Delta is not that game. Delta is the one *Shoreas Fuscus* came up with after *Sardon*, and unfortunately showed that *Shoreas* really didn't have any imagination.

Delta is also a sideways scrolling blast fest, but one with a tortuously difficult method of acquiring power ups for your desperately sluggish and torpid fighter. It does have some sort of plot, but you wouldn't want to know it, and features a cunning method of exchanging cash from destroying aliens, into big boy weaponry, if you run over an icon that you can't exchange cash for, it destroys you (talk about short tempered).

Graphics and sound



twenty bottles of dog breath strength older, and that year was 1987. As is the way with these things, along came *Sardon* and though completely derivative, it was a

are reasonably good and slick, but Delta offers little for today's gamer at this price. The most telling point is that shortly after completing Delta, *Shoreas* joined the *Norwegian Army*.

RATING: ○ ○ ○ ○

### KAMIKAZE

Codemasters  
£2.99

Who can resist a game which proudly offers you the chance to become a suicidal Kamikaze pilot? With piddly graphics reminiscent of 19

# ELEPHANT

Duncan Evans reckons he has the memory of an elephant, we thought the resemblance was more in the nose department. Either way he drew the short straw and got to review *Elephant Antics*.

Poor little elephant, there he was playing away in his native jungle, when suddenly, bad robbers came and stole little elephant away. Day wanted to take him to a zoo, but little elephant he was clever, and he jumped out of the aeroplane and glided down to the ground with his umbrella. And now you have to guide the little elephant all the way home, starting off in France.

Pass the sick bucket, it's another of those cutie games, but this time with real six year old mentality and not just cute graphics (which aren't that cute anyway). So you've got control of the elephant, armed with jumbo and power from his anozzle and jumbo exploding pie power from his... er, I don't think we should go into this. Anyway, armed with a prodigious amount of

elephantine lives, you have to leap and jump, and float (with the umbrella) your way around hundreds of trap laden platforms as you attempt to get home. Unfortunately, *Elephant Antics* is one of those games where skill counts for nothing as you explore. You explore a bit, and find all the traps. Then you play again and jump over where you know the traps to be but can't see them. I hate this sort of game, it artificially makes you play longer, by forcing you to play the same bits over and over again as you slowly navigate your way through the hazards which you can't see coming or avoid, as you don't know they are there until you've either run into or fallen onto them. Grrrr.

Then you've got all manner of indigenous life forms out to make your life hell as well, and with pure inventive genius the chaps



# ANTICS

have come up with... guess what for France? Just guess. Frogs of course. Left? I nearly strangled the cat.

Controls are okay, thank god, and when talking your descent is controllable, so if you miss a jump then at least you can try and guide yourself down to safety, and of course it means no deaths from falling 30 feet (which would be quite unpleasant for an elephant actually). So full marks for making the mechanics of the

game playable. The music is predictably party (balloons and limerade type of party) like, with jolly sounds all the way through, and the graphics, while hardly impressive, are pleasant and sorta cute (ugh I hate myself for admitting that) in places. I just don't like the damned design! Other than that you can't really complain. So those with plenty of patience and a love of this sort of game step forwards, and you can have my copy.



<b>CREDIT CARD</b>	<ul style="list-style-type: none"> <li>• Fresh, cool</li> <li>• Nice and gooey and</li> <li>• <b>4 SIDES</b></li> <li>• Only if you like that sort of thing.</li> </ul>	<ul style="list-style-type: none"> <li>• The design is geared towards</li> <li>• <b>4 SIDES</b></li> <li>• Cute in places, but surprisingly</li> <li>• <b>4 SIDES</b></li> <li>• Too many others.</li> </ul>	<ul style="list-style-type: none"> <li>• I hated it.</li> <li>• <b>4 SIDES</b></li> <li>• But if you like this sort of thing it's</li> <li>• <b>4 SIDES</b></li> <li>• Keep you going for</li> <li>• <b>4 SIDES</b></li> <li>• Again.</li> </ul>
	<p>NAME: Elephant Antics. SUPPLIER: Codemasters. PRICE: £2.99. RELEASED: Out there.</p>		
	<p><b>73%</b></p>		
	<p>Another cutesy game, this time from the pro-pubescent Codemasters, geared towards progression by error and repetition, that doesn't score highly in the graphics department, but is certainly playable enough.</p>		

a public domain version of Wings of Fury and music that sounds like a Japanese band trying to play Western music on badly tuned instruments. Initial errors were not

good with this Codemasters attempt. But how wrong we were, those lacklustre graphics strained and animated to their utmost to give us a game of unrestrained Japanese and 'Who won the war anyway?' jokes.

The object is to shoot down a fighter, collect its supply of explosives before they hit the ground, then dive bomb the gates of the tower holding your fellow yellow peril hostages.

Succeed and a new level featuring more tanks and jet fighters, jetpack riders firing lasers, and all sorts of other rather silly and out of place aeronautical contraptions compete.

Though hard, and requiring Moogooes like reactions rather than actual timing and perception, Kamikaze is jolly good fun, though it might offend limp-wristed lefties and Jap



sympathisers. But then who won the war anyway.

RATING: ○ ○ ○ ○

## KWIK SNAX

Codemasters  
£2.99

If there's one thing you can rely on the Oliver twins for, it's a simplistic game with little or no scrolling, environmentally damaging (supporting MacDonald's is despicable dear boys), and usually quite good fun for the under 10s. Kwik Snax is much the same game as Fast Food (even down to the title), which was a previous Freeman style game.

Kwik Snax is basically more of the same, with a couple of cute characters, the object of rescuing

Puffles and leading them to safety. All that needs to be done, is to head for the hatching Puffle eggs, run over the beasts and lead it to safety before the horridly wobbly monsters eat them.

Simple stuff, not a great deal of fun to play, the graphics don't impress at all, though some of the characters are engaging enough, I'm afraid Kwik Snax isn't very tasty at all.

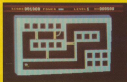
RATING: ○ ○





Easy, you might think, if you hadn't played it, but there's a catch. The ball isn't allowed to touch the walls of the maze, which makes it like one of those guide the hoop

## THE BUDGIE COLUMN



## TILT

Codemasters  
£1.99

According to David Darling, you have to play this game to believe it. That isn't because the packaging is full of lies, but because the actual game is somewhat different from the rest of the real game, and certainly a departure for Codemasters. It shows a spark of originality.

The object is to tilt a playing screen so that a ball can be moved around a maze, and deposited down a hole

over the electrified wire games that you still see in fun fairs. An additional worry is that each time you sit the table to rotate the ball around, you use up power, which rapidly runs out. There is a backup power available, but unless you are near to finishing then you've had it anyway.

After four easy courses come the one with traps, and then the ball gets bigger. Good stuff, in a mindless sort of way, but it does offer an increasingly difficult challenge, and is a laugh for a few minutes on a wet Sunday evening.

RATING: ★ ★ ★ ★



# THANGS

So what's new chums? Well the year's fairly new, and Rik's haircut is almost keeping up with today's fashion. Sometimes a software house even lets him into their offices to catch what hot new products are coming our way, so let's hand you over to Rik Henderson on location somewhere in the country.

**S**o it's finally happened eh? After years of warning, and global warming, we've ruined not just our own high street but the entire bloody world. Not just the local chip shop has had to shut down, but the whole of nature has hung a 'gone to lunch' sign in its window and bugged off. But are we happy? Are we heck!

In fact as fast as you

## ON THE DRAWING BOARD



can say "goodbye Gooze layer" you've got a plan to



NAME: MOTOK  
SPECIES: BARABAR  
GALACTIC DORRI  
NEURAL CAPACIT  
PHYSICAL CAPACIT

MOTOK HAS NO B1  
DESPITE HIS CH  
YOU WILL ONLY G  
NEURAL CAPACIT T

FEATURES: Gr T

VIEW OPPONENT



# TO COME SUPREMACY



similar plans to yourself, to defeat. But defeat them at what?

Planet domination of course! You have several planets in a solar system and you have to populate and defend each. When you have set up your base camps on some of them, and your opponent likewise, you can then attack the alien's worlds and become ruler of the whole system.

This is not that easy because you have to populate and build an army up on each planet by converting it from a truly barren lump of rock into something that can support life, and this all takes a lot of thought and time.

Supremacy has been in development now for almost two years and it does tell. There is enormous depth, and it certainly seems a lot more polished than *Slim City* was on the C64. Strategy games fans should be salivating in the prospect of getting their grubby mitts on it. We'll be given you a full review next month.

populate OTHER worlds and, I'd wager a large amount of cash, probably wreck those as well.

Melbourne House's (God, are they still around?) new strategy game allows you to have first hand experience of planet domination, in this latest attempt at capturing the *Slim-City* lure. What is weird though, is that Supremacy was developed and programmed initially on the 16-bits and seemed to use much of the powers that those particular machines offer. On the C64, and this is the weird part, there seems to be no cut backs in anything (wow!). Gameplay, check! Sound, check! Even graphics are there in force.

But the biggest question is, was it any good in the first place?

Most 16-bit wags thought so, and even compared it to such greats as *Millennium 2.2* and *Populous* (two games that, sadly, never made it to the console), its strength lies in the fact that although the strategical part is fairly complex and engrossing, there are five progressively harder computer-controlled aliens, that also have

WARRIORS  
WILL PLANET  
IT'S 32  
ACTY: 502

WHIN-  
GANT STRENGTH  
Y LOUINE 402  
IT TO WIN.

CRABDE TIPPED  
TITANIUM  
HORD.

CHALLENGE

## CREDIT CARD

NAME: Supremacy  
SUPPLIER: Melbourne House  
PROGRAMMER(X): Probe  
PRICE: To be announced  
RELEASE DATE: March '87

# GAUNTLET 3D

## ON THE DRAWING BOARD



Those were the days, ah? When four sweaty hippies were crammed around the largest coin-op in the arcade shouting things like "I'll get the potion!", "Hee shot me you buffoon!", and "Fargh, you're stepping on my toes!" And boy did that machine gobble up the credits when you'd managed to get yourself and your team down to the fifth level and the whole party were surrounded by devils. The youngest of you will probably think "what the hell is he talking about, the big lummox?", but the rest will cry in unison "GAUNTLET! Ah yes we remember it well."

It was a classic, and even though the home computer version was a reite bugged, that was a classic too. So was its sequel, and The Deeper Dungeons, with tonnes more traps and loads of new features, but unfortunately all the clones seemed to spoil the fun, and now we come to expect multi-player games as a way of life, if it aint got it we aint buying it.

Therefore there seemed to be nothing more that could be done to raise the popularity of what was one of the world's best concepts in game design.



Surely there is no way back for the top-down maze game, with creepies and crawlies, and treasure chests and traps, and exits and teleporters, or is there?

through a Last Ninja type of perspective where you see the action from a sort of squilly 'front the camera' view point, and although the gameplay remains very similar, there are more

monsters and, more importantly, four new characters to choose to play with. Again you can invite a friend to participate, but you're more likely to spend most of your time ogling at the wicked graphics than smugging the plethora of goodies.

The major difference, though, is that there are only eight levels of play, unlike the hundreds adopted by the original, but each one will be quite enormous, and will involve more puzzling and arcade-adventure style gaming than ever before.

Although it's taken a long time to reach us you can bet that it's been worth the wait. Gauntlet 3D is the original concept being brought right up to date, and if it was anyone 'happening' it'd be wearing flares and listening to the Happy Mondays.



Actually there certainly is, because US Gold is about to resurrect Gauntlet completely, with the introduction of Gauntlet II in wonderful 'seeing is believing' 3D. This is

## CREDIT CARD

NAME: Gauntlet 3D  
SUPPLIER: US Gold  
PROGRAMMER(S): Software Creations  
PRICE: To be announced  
RELEASE DATE: March '91

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## CYBER FUNK

SCENE 1 -  
THE INTRO:

Unless you've been hunting obscure breeds of moose in the Brazilian Savannah for the last three years (or have managed to studiously ignore chart-

**Jeffrey Davy interviews pop megastars Coldcut and video supremos Hardwax about the art of pop promotional videos.**

based dance music), you ought to recognise the name of Coldcut. "People Hold On" was a hit for Lisa Stansfield with the Coldcut duo's help and over the years they've remixed singles, broadcast during Kiss FM's pirate days, won awards and even worked with staunchest indie group of all, The Fall.

And now they've got a video. Their press release bills it as Coldcut's "Cyber Chaos" "Longform" video. And it's got codes of computer graphics. There are six dance videos on the tape. It's musical content comes from the DJ album "Some Like It Cold", which ranges from the electronic-sounding "Hide the Pressure" to "Find a Way", an ideological track featuring Queen Latifah. What's more, all the graphics (which are mixed with live action) were designed and executed on Apple Macs. Amigas and Archimedes? Rather than a mind-bogglingly expensive Quantel Paintbox.



So just who are the responsible parties?

SCENE 2 - THE  
MUSICIANS:

"I used to be a Defender ace" says Matt Black, half of Coldcut. He used to be a computer programmer (or an, ahem, short Oric - a computer which had a market profile as high as an art in a sandstorm even when it was first launched) and a biochemist - he even built a synthesiser at school - while partner Jonathan More was a silversmith and an art teacher - They met in '88 and, as the intro to "Hart to Hart" goes, "When they got together it was murder".

Asked about computers, Matt offers



Xenon II and Space Ace as new games but adds: "I really got into Golden Axe. Me and a mate spent pounds on it. More my

speed is Straglider 2, though. I'm also into 3D Tank games."

Coldcut don't just play games on their hardware.

As well as using computers for music, Matt says: "I had an Atari and used creative software with it - now I've got an Amiga. A lot of them blow up but ours hasn't and I've got a great Cyberpaint package." In fact, Matt designed many of the video's graphics: "I've always dreamt, my old man's an artist". He uses Deluxepaint and has a Polaroid palette machine to get hard copies. His favourite of the video's tracks is "Ride the Pressure", because most of my Amiga stuff's in that." He adds, "I'm totally into Cyberpunk and Philip K. Dick is a continuous source of inspiration."

With this project as in most others, Coldcut don't make a major physical appearance. "Jae and me are more mad scientists in the background." Concluding he says, "I knew one day machines would get cheap enough for good graphics. It's party time for everyone now ..."

### SCENE 3 - THE CREATORS:

Robert Pepperell and Miki Vasson run Hardware video productions. The two left college two years ago and wanted to carry on using computers. So they did. They've since enhanced (ie, added swirly graphics and such) with not only for Coldcut but for Inner City, Spontaneous, The Darling Buds, Lisa Stansfield and The Fall (them again).

"It started off with DTP and design but we'd always really been into video, we were also very into computer graphics and their potential," explains Robert.

Hardware's greatest achievement was "in Deep", Coldcut's Christmas single. "It was the first broadcast quality

video produced completely on microcomputers," offers Robert. "It made the point to a lot of people that you could do fun animation on relatively cheap hardware."

"There's no correlation between the quality of the video and the amount of money spent. There's a general snobbery about quality, we're trying to break that down and to stretch the hardware to the limit, trying to produce new and different effects. We try out new technological combinations. We're having a good time with the technology and make a living out of it."

How do they go about designing and making a video, then? "We never actually plan what we do, we improvise! The inspiration is partly set off by lyrics in the songs but we also try to make the video surprising. We're always trying to come up with something wacky and new."

"The better a song is, the better the whole thing is eventually. You have to try much less hard with a good thing to keep it interesting."

"I think Miles would really like to do a video for Public Enemy. Any band that's musically interesting - not bland US rock that we have no sympathy with."

Have they ever come up with something totally weird city? "The video we did with Coldcut and Mark E. Smith for the Fall is so weird that people can't watch it and there was an image in the Queen Latifah track of a creature with thousands of arms. We're not allowed to be as weird as we want to be."

They've been looking at demo disks recently.

"That's where we see it happening. What these young programmers have got out of the Amiga is



incredible. Their programming skill has to emerge somewhere, it can't just disappear but there are no outlets for computer graphics. That's probably why the PD network has sprung up. Something's going to happen."

"There's no recognition of this kind of art. That's because those sort of


institutions (such as the Arts Council - who hand out cash to struggling artists or, more often, don't) are run by forty and fifty year old men. Perhaps when they die things will change ..."

The Coldcut 'Longform' video will be out soon from Big Life Records.



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